EVERY GAME WE'VE EVER PLAYED — RATED INSIDE!

Official Magazine
Dreamcast™
Issue 10: Holiday 2000

TONY HAWK 2 REVIEWED

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STAR WARS STARLANCER
TONY HAWK 2
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SOUL REAVER 2
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TEEN T CONTENT RATED BY ESRB — Animated Violence

Dreamcast™

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E ESRB Mild Animated Violence

INFOGRAMES

Dreamcast.

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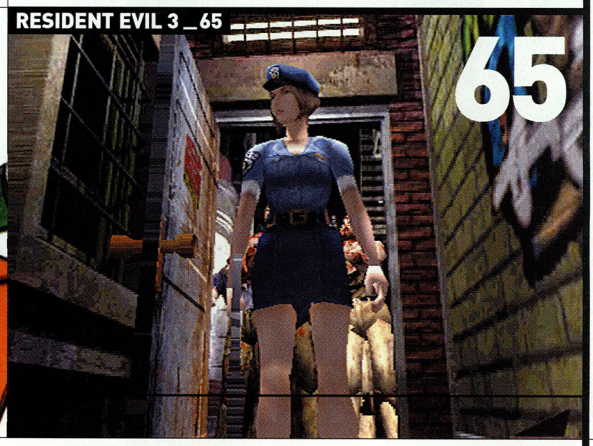
Official Magazine Dreamcast Holiday 2000



FEATURES

WHAT A CROP OF FEATURES WE HAVE FOR YOU THIS MONTH!

>HO-HO-HOLIDAY DREAMING.....30

Better than watching *It's a Wonderful Life* or a replay of the Macy's parade on a sleepy, tryptophan-fueled Thanksgiving afternoon for getting you into the holiday spirit, our massive gift guide super-spectacular has the best bags of swag, the worst lumps of coal, and everything else you need to know for the best Dreamcast holiday ever. There's even a Christmas comic for good measure!

>RPG MANIA.....42

Skies of Arcadia. Grandia II. Grandia II. Skies of Arcadia. Need we say more? Yes? Okay. We bring you complete, in-depth (as in, many pages each) reviews by ODCM's resident roleplaying expert extraordinaire, our own Francesca Danger Reyes. Did we mention that *Danger* is her middle name?

COMING SOON

WE'RE TAKING GAME PREVIEWS WHERE GAME PREVIEWS ARE GOING

GUILTY GEAR X 60
The cult of 2D fighting gets another entry into its pantheon on Dreamcast, as a sublime, high-resolution 2D fighter gets ready for Japanese release.

SOUL REAVER 2 62
What's worse than a reanimated vampire who's crawled his way up from the depths of Hell? A reanimated vampire who's crawled his way up from the depths of Hell and is really pissed off...

COASTER WORKS 64
Get direction from the park owner. Build coaster in 3D. Ride coaster. Vomit. Very, very original, and very, very cool. (Hint: try not to make the cars fly off the tracks.)

RESIDENT EVIL 3 65
Veronica not enough? Capcom's got plenty more survival horror goodness for us, starting with this prequel. Prepare to be scared out of your wits.

CHICKEN RUN 66
Like chicken pot pie? Don't play this: your goal is to help the beautifully animated chickens escape from the death camp they've been born into.

EVIL DEAD 2 73
Ash. The Necronomicon. Bruce Campbell. A man fighting against his possessed hand. The greatest cult horror movie ever gets the Dreamcast treatment.

BANG! GUNSHIP ELITE 73
Fight the good fight in space. At least we think it's the good fight. In any case, you have rad beam weapons, so who really cares why you're fighting?

SONIC SHUFFLE 74
Sonic and gang enter the thrilling world of mini-game madness! Party fun for everyone ensues.

CHARGE'N BLAST 76
Lots of explosions. Lots of giant guns. Lots of you making giant explosions with giant guns. Ain't nothing wrong with that.

IRON ACES 77
Flying in the Pacific in World War II against the Imperial Air Force is a test of skill, endurance, and adrenelin tolerance. Cool.

BANGAI-O 77
Oh, baby. Bring on the oldskool shooting action with the treasure in Treasure's hard-core line-up. We can almost smell the power-ups from here.

DEPARTMENTS

>DC-ROM 06

Why just read about the latest Dreamcast goodies when you can actually *play* some too? Exactly. Check out the Disc page, to find out what's on the latest demo GD-ROM, a combined effort of the **ODCM** staff and Sega of America, crafted with pride in the "multimedia gulch" of San Francisco.

>D-MAIL 08

So important it's delivered to us by a uniformed representitive of the State, your comments, questions, complaints and compliments always get top priority here at the **ODCM** world headquarters in scenic Brisbane. Ahh, sweet Brisbane—the pride of San Mateo County, California, and truly the City of the Stars.

>ENDZONE 111

This was *going* to be all about a prima donna freelance reviewer who demanded rides to work in order to actually get his copy in, but then didn't even take screens, and then handed in everything late, but we decided that just wasn't cool to write about. Instead, it's some funny stuff. Check it out.

GRANDIA II AND SKIES OF ARCADIA _42

TESTZONE

A MASSIVE CROP OF GREAT GAMES GETS REAPED IN THIS ISSUE

TONY HAWK PRO SKATER 2 78
Ok, you know how good this one is.

METROPOLIS STREET RACER 84
Real racing on real streets. Really.

SEGA MARINE FISHING 86
What other game lets you catch nearly extinct Coelacanth fossil fish? None other fishing games.

LOONEY TUNES SPACE RACE 87
Awesome toon-shaded racing that feels like a real cartoon. Solid.

CAPCOM VS. SNK 88
The dream of all 2D fighting fans is finally answered.

STARLANCER 90
It's like *SpaceWar!* in space. With multiplayer, of course.

SAMBA DE AMIGO 92
Shake your maraca. Shake your Amigo. Shake your booty all night long.

RED DOG 93
Tank combat "tanken" to the next level. Sorry. That was punny, though, no? Oh.

QUAKE III 96
The ultimate 3D shootfest comes home. And goes online.

XTREME SPORTS 96
Boarding. Bungie-ing (is that a word?), ATV-ing. Hang gliding. In a tossed-salad rally mix.

POD: SPEED ZONE 97
Online futuristic racing from Ubi Soft. Did we mention it's online?

TEST DRIVE LEMANS 98
Oh my god. A great *Test Drive?* You bet. This, is the absolute real deal. A better closed-track racing game we've not seen.

4 X 4 EVOLUTION 100
Free-wheelin' four-wheelin', with online goodness to boot.

STAR WARS: DEMOLITION 101
Bad on PlayStation. Good on Dreamcast? We're not going to tell you here. Turn to page 101 for the final results.

TEST ZONE ARCHIVE 104
Every DC game rated! Right here, right now! Who loves ya, baby?

HOWTO

BECOME MORE POWERFUL THAN YOU CAN POSSIBLY IMAGINE!

IT'S A CODE EXPLOSION!

Cheaters never prosper. Unless they read this wonderful magazine, and get the lowdown and the down low on how to beat, cheat, trick and fake out the toughest games in the Dreamcast universe. This month we expose:

Wacky Races, Fur Fighters, ESPN: Int'l Track and Field, Sega Bass Fishing, Rush 2049, Aerowings 2, NBA Showtime, and Magforce Racing

Holiday Notes

ANOTHER MONTH, another free (for subscribers, anyway) Bonus Issue. And what an issue it is...

The Dreamcast market is glowing white hot right now, and it shows in this issue... Two 10s. Five 9s. More 8s than I can count. We practically didn't have the score budget to even give that many high scores.

With so many sweet games out this time of year, it's tough to know just what to ask for during this holiday season. Why is it so tough? Because, face it, it's a little embarassing to ask for $500 or $600 worth of software, which is what you're going to need to get every good DC game that'll be out before the end of the year. We feel your pain (and your greed for games).

To make things a little easier, we've picked the best of the best, chosen a few other goodies small enough to fit in a stocking, and cited some nuggets of coal to avoid—and wrapped it up in a beautiful package for you starting on page 30 (The subscription card in this issue should have some little Sonic stickers on it. Grab those and stick 'em on the games you really need. Circle the rest—the ones you just really, really want—and pass the mag on to your most cash-infused loved one).

Oh, and since you'll probably have some time off over the holidays, it's the perfect time for some heavy RPG love—especially since there are *two* amazing new RPGs on Dreamcast to love. *Grandia II* and *Skies of Arcadia*. Check out our massive 13-page guide to the most beautiful role-playing games ever, beginning on page 42.

Okay, that's it. Happy Holidays!
—Chris

True Story: Three days ago, Fran's mom offered to pay for a manicure/hand-spa session for her because she was so freaked out by Fran's "D-pad" thumb callus.

IT'S EVEN WRAPPED!

This is ODCM's gift to you—a spiffy disc packed with action-packed, rip-roaring demos and movies of no less than TEN highly anticipated Dreamcast titles. So don't say we never gave you anything for Christmas but a kink in your neck from reading, okay?

We've teased you throughout the past year with the hazy outlines of two of the biggest RPGs ever to come to Dreamcast—**Phantasy Star Online** and **Grandia II**—and the exclusive movies on this disc will finally give you a chance to see them in action! You'll also find goodies like the **Toy Commander Christmas Surprise**, plus demos of some of the coolest (and hardest) racing games around. And don't forget **Kao the Kangaroo**, of course. He's itching for some action: just like you, we suspect.

Now, here's the part where we would normally say, "Less reading! More demo-ing!" But since we're in the holiday spirit (and since you're probably standing in or near a Dreamcast-stocked retail store right now), we're going to direct you instead to a) buy this magazine; b) tear it out of the shrinkwrap; c) check out our definitive **Dreamcast Holiday Buying Guide** inside; and d) start shopping (in that order). Our advice to you this season? Dream big!

SPEED DEVILS ONLINE

PUBLISHER UBISOFT **RELEASE** NOVEMBER **PLAYERS** 1

The original *Speed Devils* made quite a splash when it debuted at the Dreamcast launch over a year ago. Now, UbiSoft is ready to take the game online with the release of ***Speed Devils Online***. Although the demo only lets you race offline, check out two of the tracks in either of two different cars to see just how different the quasi-sequel is.

Stick: Steer
D-Pad: Rear View/Toggle
A N/A
B N/A
X Reverse
Y Brake
RT Brake
LT Accelerate

ROGUE SPEAR

PUBLISHER MAJESCO **RELEASE** NOVEMBER **PLAYERS** 1

The follow-up to the hugely popular action strategy *Rainbow Six*, *Rogue Spear* promises the same exciting stealth gameplay coupled with more missions and more options. Play through the single mission on the demo to get a feel for the game if you're new to the genre, and learn the controls in order to protect your men and attack the enemy effectively.

Stick: Look Around
D-Pad: Peek Left/Peek Right, Interact/Menu
A Move Forward
B Step Right
X Step Left
Y N/A
RT Run
LT Fire Weapon

PHANTASY STAR ONLINE [MOVIE]

PUBLISHER UBISOFT **RELEASE** JAN **PLAYERS** N/A

One of the most anticipated games of the coming year will break the barrier of online roleplaying for the console masses. The movie on this month's disc gives you a sneak peek at some of **PSO**'s different worlds and environments, along with some up-close looks at how battle will play out along with the character creation mode. Commence drooling now.

Stick: N/A
D-Pad: N/A
A N/A
B N/A
X N/A
Y N/A
RT N/A
LT N/A

GRANDIA II [MOVIE]

PUBLISHER UBISOFT **RELEASE** DECEMBER **PLAYERS** N/A

Two words for you: Epic RPG. And now gamers in the US will finally be able to get a good look at the gameplay, battle systems and tear-inducing beauty that is Game Arts' labor of love, *Grandia II*. Should you buy it? Should you steal it? Read up on one of the must-have RPGs of the year, in this issue's exclusive feature-length review!

Stick: N/A
D-Pad: N/A
A N/A
B N/A
X N/A
Y N/A
RT N/A
LT N/A

F355 CHALLENGE: PASSIONE ROSSA

PUB ACCLAIM **RELEASE** OUT NOW **PLAYERS** 1

Haven't had a chance to check out the arcade driving sim crafted by Yu Suzuki to celebrate his favorite type of car? Well, now's the time to test your skills in a two-lap Arcade run in a Ferrari. Choose from two different training courses and follow the guides to learn just how precise and detailed this driving sim really is.

Stick: Steer
D-Pad: Steer
A N/A
B Assist Select
X N/A
Y Assist On/Off
RT Reverse
LT Forward

POD: SPEEDZONE

PUBLISHER UBISOFT **RELEASE** OUT NOW **PLAYERS** N/A

Futuristic racing in the form of *Pod: Speedzone* is coming to DC and bringing network play along with it. Check out the demo of the Arcade mode of the game and race in either the Crab or the Couger craft to see if you have what it takes to come in first against a slew of tough opponents. Read our review of the game in this issue!

Stick: Steer
D-Pad: Change View
A Turbo Boost
B Use Item
X N/A
Y N/A
RT Brake
LT Forward

KAO THE KANGAROO

PUBLISHER TITUS **RELEASE** NOVEMBER **PLAYERS** 1

Someone besides Midway is ready to rumble, and his name is Kao the Kangaroo. This simplistic platformer spotlights the cute, boxing glove-wearing kanga at his platforming best, and this month's demo features one of the 25 stages available in the full version of Kao. Collect coins while rock'n sock'n bad guys—and look oh-so-cute in the process.

Stick: Move Character
D-Pad: Move Character
A Jump
B Punch
X Shoot
Y Tail Whip
RT Side Step
LT Close-up View

SEGA MARINE FISHING

PUBLISHER SEGA **RELEASE** OCTOBER **PLAYERS** 1

The sequel to the outstanding *Sega Bass Fishing*, *Sega Marine Fishing* takes its far-casting act to the open saltwater for an infinitely more varied dip into the fish-tastic barrel of gaming. It's time to drag out that trusty fishing controller from the closet, and put it to work on a demo stage of the game which will challenge you to reel in some creatures of the deep.

Stick: Reel
D-Pad: N/A
A Reel/Cast
B Cancel
X N/A
Y N/A
RT N/A
LT N/A

TOY COMMANDER CHRISTMAS SURPRISE

DISC EXCLUSIVE

ODCM has the golden opportunity to share one of the coolest US exclusive games to ever leak out to the public: No Cliche's *Toy Commander Christmas Surprise*. **NOTE**: When you select *Toy Commander* from the menu, you'll come to a blue screen then a black screen. Don't worry! It hasn't crashed! You must wait around 30 sec. and the game will begin.

Stick: Steer/Move
D-Pad: View Change
A Fire/Action
B Cancel
X Character Profile
Y N/A
RT Accelerate
LT Brake

HAVING TROUBLE?

Having problems getting your disc to run? Didn't get one with your copy of this fine and upstanding publication? Send your name, mailing address, subscription number (if you *are* a subscriber), and the issue's date to: **dischelp@imaginemedia.com** and provide a brief description of what's wrong with the disc as well. **IMPORTANT!** *This contact address is not for game news or information. If you have questions concerning game codes information or Dreamcast news, please refer your inquiries to Sega or the appropriate third party.*

Help: dischelp@imaginemedia.com

A long time ago in a galaxy far, far away...
TOTAL CARNAGE!
From the creators of Vigilante 8™ and Vigilante 8: 2nd Offense™
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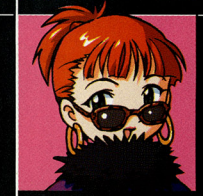
LUCASArts

Team ODCM

IF LIFE WERE A VIDEOGAME (and we often mistake it for one at ODCM) we'd like to think of ourselves as a lone band of fighters, dueling against evil in a world gone horribly wrong. And in this crazy virtual world, there aren't three forms of the final boss...only one. And we'd make tons of gold in order to buy the best equipment, like super cool healing herbs, the latest mythril swords, and super speedy G4's. But then again, we have a magazine to do...dragon slaying can wait.

CHRIS CHARLA
Editor-in-Chief/Swordsman
The fearless leader of our motley crew, Chris is, inevitably, the swordsman with more raw power than magic skills. Well, that would be true if his strength wasn't based on developing Internet text adventures in his spare time. Enemies, beware of his super secret Baby Oscar Special! It's a doozy.

DAN FITZPATRICK
Art Director/Priest
Quiet and subdued, Dan is the mediator of the group. Wise beyond his years and willing to design covers in dangerous situations, he leaves the gang early to follow his destiny on the beaches of Hawaii. Despite his strong faith, he's chosen to chase after a waif named Linda, capturing her with a golden band.



DINA FAYER
Managing Editor/Mage
Okay, so she may not cast big spells that use stuff like Thunder, Fire or Water in it, but if you equip her with the Platform Shoes accessory and a copy of Quark 4, she's practically invulnerable to damaging sushi attacks and bad edit. Can turn into dark mage around deadline.

FRANCESCA REYES
Senior Editor/Sidekick Mascot
Strong in Assist magic, you may not get many physical attacks out of Francesca, but you can be assured that she'll be there in a pinch with a healing herb or maybe even something nice and devastating like a summon spell. Just ask Evan. He's had Bahamut summoned on his ass more than once by her.

DAVE CORDON
Associate Art Director/Bard
Armed with a mouse and some serious Photoshop skills, Dave was one of the quickest party members to the punch...until recently. After being hit with a Charm spell by a fair maiden, Dave's class has changed from Fighter to spoony Bard. Thankfully, he retained his crazy lethal Layering technique.

EVAN SHAMOON
Associate Editor/Warrior
What fighting party would be complete without the hot-headed, eager young warrior? The quickest to the punch, but slow to gain in Willpower, Evan is often the guy who gets the gang into trouble by chasing a skirt into the village tavern. Recently leveled up with an Affordable Housing potion.

STAFF ILLUSTRATIONS BY NASKA C.

LETTER OF THE MONTH

100% Independent?

Hey guys. I just wanted to let you know what a fantastic magazine you have. I bought ODCM Issue 07 for the web browser and the *Sonic Adventure 2* preview and was so impressed that I sent a subscription card out that day. What I want to know is, why is Sonic Team independent from Sega? What does this mean? Does it mean that they will develop games for *gasp* Nintendo or *GASP* Sony? Thanks for your time. Again, awesome mag, guys! Keep up the good work.

Chris
sinko25@msn.com

Hey Chris, there seems to be a lot of confusion regarding what will happen to Sega since its formerly internal development teams were split off into independent companies. For now, all of these teams are only involved with making games for Dreamcast, NAOMI and NAOMI 2 arcade boards (as well as the occasional PC and handheld port). There have been rampant rumors about some of them taking their acts to other platforms, but Sega has remained very firm in its proclamations that this is untrue.

We here at **ODCM** have heard it all (both the rumors and the denials), and we doubt that any of the teams will be developing for other systems under the Sega brand for a long, long time. On a side note, we've also heard through the grapevine that this rumor always strikes fear into the hearts of third party publishers who release games on competing systems, simply because Sega is such a revered game developer in Japan! No third party wants to compete with games like *Jet Grind Radio* or *Shenmue*. But for now, it looks like they have nothing to worry about; Sonic Team et al are still Sega acolytes. So relax, Chris—Dreamcast is still the only place to see next-generation Sonic.

Fighters' Destiny

I was wondering if somebody like Capcom might pick up some of SNK's licences for games like *King of Fighters 2000*, *Koudelka*, or *Cool Cool Toon*. Neo Geo Pocket Color was a great system, but it had too big of a competitor: the Game Boy Color (which, I might add, Nintendo tricked my mother into buying me as a Christmas gift). So until something happens with SNK's games, I'm gonna keep on playing *Card Fighter's Clash*. You might even see me sneak over to my Dreamcast to play *King of Fighters: Dream Match '99*.

Ben Lorman
SNKoudelkaFan@aol.com

Will Ranke and her *Cool Cool Toon* chums come to the US?

Right now, Ben, it's all rumor and innuendo about who might take over some of SNK's classic franchises. It's been written that Capcom would take them over, but it's still only a rumor even if it seems like a perfect fit. But, until the end of the year, SNK is still producing games for Dreamcast in Japan (*Last Blade 2: Final Edition* being its last; it releases on December 7 in Japan). After that, it's rumored that the company will focus its efforts on Pachinko games under its parent company, Aruze. It's a shame, especially since *King of Fighters* and *Samurai Shodown* are still much beloved among us more hardcore gamers, but we'll simply have to wait and see if another third party will pick up the pieces and make a run at some of the profit to be had from us finicky fighting otaku in Japan and the US.

Emulation, Ahoy

I just got the November issue of **ODCM** (it was excellent as usual) and I was interested in the topic of the letter of the month regarding piracy. I agree 100% with your response about Dreamcast pirating, but I'm wondering what your opinion is on 'dead' systems.

For instance, *Radiant Silvergun* for Sega Saturn routinely sells for $150 or so on eBay and there are no stores left that carry new Saturn software. Is Sega reaping any benefits from this $150 dollar sale? Answer: NO. Therefore, my question is: Is it unethical to pirate software from dead systems?

I have never pirated a game in my life, but I would like to challenge you with this question because it seems not nearly as 'black and white' as your previous answer. I could be wrong. What do you think?

Kent
Gameofyou@aol.com

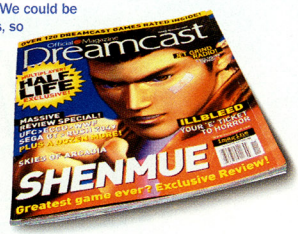
Sorry to be the bearer of bad news for EMU freaks, but legally, even for dead systems and unsupported software, the issue is still black and white: whether the game or system is being actively marketed or not, the rights still belong to someone, and it's still an infringement to pirate them. It's harder, of course, to say that you're taking cash out of someone's pocket if you pirate an 'orphaned' game, but while that moral argument may no longer apply, the legal one definitely still does.

Hikaru or Naomi?

On page 17 of **ODCM** Issue 08, you say that *Planet Harriers* is based on Sega's NAOMI board. I read online that this title is to use the Hikaru board. You might want to look into it, because I believe Hikaru isn't quite as easy to port to DC, but the chances of a port are still pretty good anyway. Love your magazine; your outlook on things matches mine. I think you've found yourself a lifetime subscriber. Keep up the great work.

Aaron
APHammer@aol.com

Aaron, as far as we know right now, *Planet Harriers* is built for the NAOMI board, as Hikaru (according to our sources) is dead in the wake of NAOMI 2's announcement. We could be wrong about this, so we're still checking into it—but no confirmation as of press time has been heard. The importance is crucial, as NAOMI-based games can be DC ports in no time at all! We'll be running more previews of ***Planet Harriers*** as we hear more news on the game, so keep an eye on future issues, Aaron.



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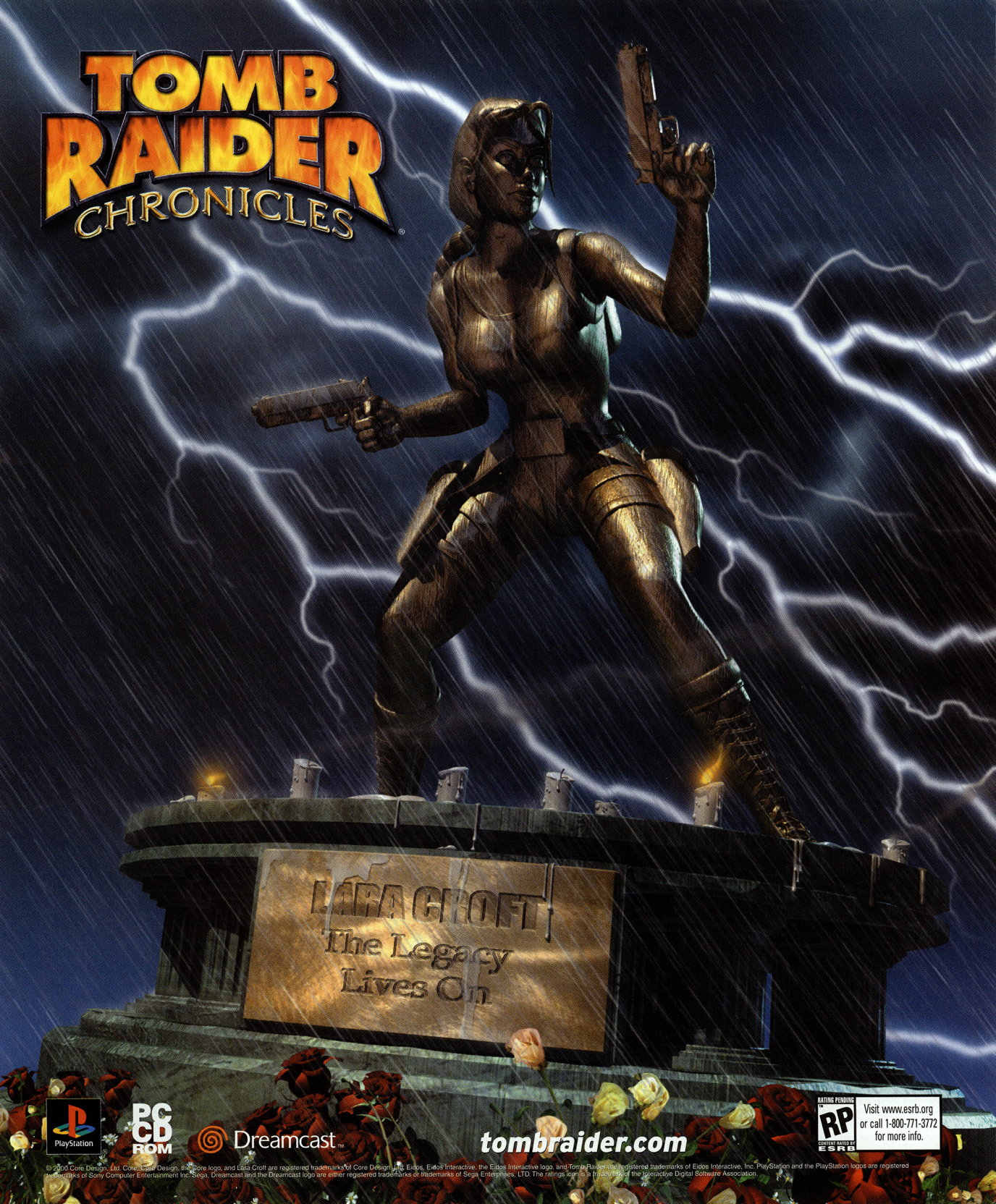

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"Sega is still 'evaluating' whether or not to bring out the MP3 player in Japan and the US." ODCM

Free (Down) Loading

I have a question for you guys. Recently, SegaNet launched and every one who signed up was REALLY happy because they could finally play some *NFL2K1* or whatever online. But some people who are just too darn lazy to pay $21 a month for SegaNet or any other service (like me) get left out of this. This doesn't mean that I don't want to go online though—quite the opposite! So what I am trying to ask is, could you guys PLEASE put a list of any FREE ISPs that are compatible with the PlanetWeb browser in your next mag? Pretty please? Thanks a million!

J 'Rome
Via email

Where should we begin, J 'Rome? There are literally a ton of free ISPs available and all of them are compatible for online gaming via SegaNet. NetZero is one, as well as Earthlink and a host of others, so you'll want to shop around to find out which one is best for what you're planning on doing. The only thing that might be a negative about using these ISPs for online gaming through SegaNet is that the lag time might be significantly increased during peak user times like early evening, etc. But if the free deal is too good to pass up for you, then your best bet would be to check out NetZero or Juno.

Whatever Happened To...

In **ODCM** Issue 07, you promised me...er...everybody...a *Sonic Adventure 2* interview and tell-all report! When my **ODCM** came, I headed straight for my Dreamcast, slapped the demo in, ran toward the nearest table and started scanning the pages for Sonic, Tails, etc. I about threw it out the window when I didn't find anything (of course, I read the *Shenmue* section first!) But anyway, what gives?

Tristan Fleming
JFlemi2@bellsouth.net

Unfortunately, at the time that this particular issue went to press, we were informed that *Sonic Adventure 2* would have a ship date far earlier than the one it actually turned out to have. When Sega told us that it was going to be a holiday 2000 or early 2001 game, the company also promised that we could have complete coverage of the title, complete with interviews. But the game turned out to be more on target for a Christmas 2001 release, instead—so there just wasn't any new information we could give you. We do promise to blow the cover on the game wide open as it gets closer to release...whenever Yuji Naka and Sonic Team is willing to talk more openly about it.

We're going to blame the blue hedgehog for this one, guys. But he's looking sharp.

Second Coming

I'm a big fan of the *Resident Evil* series and I absolutely loved how *Code: Veronica* looked and played on Dreamcast. Lately I've been hearing talk that there is a version of *Resident Evil 2* for the Dreamcast, but I haven't seen it on store shelves. Is there any truth to this rumor?

Milford Kane
Oblivion82834@Juno.com

By the time you read this, Milford, *Resident Evil 2*, along with its survival horror brethren (*Resident Evil: Nemesis* and *Dino Crisis*) should be hitting or just about to hit store shelves. As upgraded ports of the PC versions, all of these games will sport some new features (although they're mostly cosmetic, not gameplay-related) to set them apart from their PlayStation counterparts. Start scouring those stores!

Bronx Cheer

I know it's Thanksgiving, but I just couldn't think of a way to thank Sega for such a great system with great games at a great price without sounding corny, so here are some questions and comments instead:

1. Any news on *Virtua Fighter 4*?

2. Is *Last Bronx* coming to Dreamcast? In my opinion, it's the best weapons fighter that no one knows about. An updated version of this game on the DC could give *Soul Calibur* a run for its money.

3. We get *JoJo's Bizarre Adventure*, but not *Vampire Saviors*? How bizarre.

4. Lastly, I'd like to nominate *D2* as the best rental game on DC this year. It's original, beautiful, intense and disturbing all at once. You can beat it in one (albeit long) sitting, but you go away satisfied. And if you like hunting, you just may end up buying it.

Daniel Goodman
danielgoodman@hotmail.com

Daniel, are you sure you don't want to simply carve up a turkey for us and serve some cranberry sauce all around to give thanks? Ah, didn't think so. So, instead, we're giving thanks back by answering your questions:

1. Sega Japan has just unveiled the fact that a mysterious game is getting readied to show off its latest arcade board, NAOMI 2: simply called *Virtua Fighter X*. Sadly, that's all we know as of press time about the project, but by the time you read this, more info will be available. We'll be sure to cover it to the fullest extent of gaming law in a future issue.

2. No news of *Last Bronx* making a splash on DC, Daniel.

3. Bizarre, for real. *Vampire Saviors (Dark Stalkers* in the US) would be a great coup for DC, seeing as we've had pretty much all of the other Capcom greats (sans *Megaman*), but we'll have to wait and see if it gets announced for Stateside release.

4. Though it was a little on the short side, we agree 100% with you about *D2*. Atmospheric and strange, we're hoping that Warp comes back to gaming in the future to give us an update on what Laura may be planning to do for her next adventure. But don't hold your breath for a sequel.

MP3 Player

I am a hardcore Dreamcast gamer and I enjoy your mag 100%. I plan on buying/renting such quality games as *Tony Hawk's Pro Skater 2, Jet Grind Radio*, and *Shenmue*. Being the gamer that I am, I have practically no space (nine blocks to be exact) left in my VMU, and I plan on purchasing the MP3 player VMU rather than a memory card. This brings me to the inevitable questions I must ask:

1. When does it come out in the US? I can't seem to find news about it anywhere but in your mag, but it's very vague as to when it comes out.

2. How much game saving memory does it have? The usual 200 block standard, 400 blocks, or (dare I say it) a whopping 800 blocks of game saving power?

3. What are your favorite DC games?

Sean Mullins
GASGANOSCM@aol.com

Somebody is anxious to get their hands on an MP3 DC peripheral, right? Well, then read on, Sean:

1. Right now, Sega is still 'evaluating' whether or not to bring out the MP3 player in Japan and the US. We've heard conflicting reports on our end that point to the MP3 player not being released at all here in the States! Gasp! But the official answer from Sega is: "An MP3 'solution' is being developed for Dreamcast, but a time frame for its release has not been decided." Hmmm...you make the call, Sean.

2. Though nothing is currently known about a possible "MP3 'solution'" VMU according to Sega, we do know that Sega Japan is planning on releasing a 4X memory unit with the launch of *Phantasy Star Online*. We're hoping that the same unit will release here in the States.

3. A quick poll of favorite DC games around the office goes a little something like this:

Evan: *Tony Hawk ProSkater 2, Jet Grind Radio, Power Stone, MDK2*
Francesca: *Jet Grind Radio, Shenmue, Skies of Arcadia, Grandia II*
Chris: *Tony Hawk ProSkater 1 & 2, Test Drive LeMans, NFL2K1*
Art Dept: Huh? We're tryin' to work, here!

Ticket to Ride

***Mat Hoffman:* due in Spring.**

I'm mostly into Dreamcast sport games since some of the other games are kinda weird (*Typing of the Dead*?? I mean, come on!); plus most of the sport games are pretty fun if you get the right ones. Anyways I'm into BMX games and I'm looking forward to both *Mat Hoffman* and *Dave Mirra*. But since I'd rather not get both, I'd like to know from your point of view which one is better? Does *Tony Hawk 2* have more levels and stuff then the first? I got so into the game that I beat it with every skater!

Matt (DC sports game fanatic)
Mattymat10@aol.com

Hey Matt, you might not have to choose between the two! *Mat Hoffman Pro BMX* has been delayed until spring next year, because Activision wanted to make sure that it was up to snuff with its other extreme sports franchise, *Tony Hawk's Pro Skater*. And with *Dave Mirra Freestyle BMX* coming out this holiday season, you can buy it freely since it will be the only BMX game on the roster for this year. As for *Tony Hawk 2*, make sure to check out our full review of the game in TestZone!

Sky Strobe Patrol

The most recent **ODCM** Issue 09 was dynamite. It had the best demo disc by far...However, one of my most anticipated games, *Skies of Arcadia*, had a warning about flash/strobe effects in the beginning. I'm a chronic migraine sufferer (one of the worst cases) and I also get seizures. I really, really want the game but how bad are the flashes/strobing of white light? Is it just the spells or what? Could someone like me play this game?

PDR
Philipdr@hotmail.com

Thanks for the support, Philip! We can all sympathize with your situation, but unfortunately we don't have any helpful advice beyond recommending that you consult with your doctor regarding the situation. After playing *Skies of Arcadia*, we can safely say that the strobe effects are all contained within the spells, but depending on your condition, it's hard to say if they will be severe enough to trigger a seizure. We'd hate to make a wrong call on this one; our lawyer would have a seizure, too. Philip, we sincerely hope that you will find a safe way to play the game, but please ask your doctor before attempting to do so.

MIGHT MAKES WRITE

Who was it that once said that the holiday season is one of the loneliest times of year? Well, it certainly doesn't have to be. In fact, since we're all stuck here in the office turning the giant cogs known as magazine publishing and ODCM during the wee hours of Christmas Eve and beyond, we'd love to hear similar tales of woe from the great abyss known as 'the outside world'. Write us with your gaming queries and we can all share the experience. We promise. Snail mail: ODCM, c/o Imagine Media, 150 N. Hill Drive, Brisbane, CA 94005. And we dig email, especially at: dcmag@imaginemedia.com. *Happy holidays!*

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Dreamcast™

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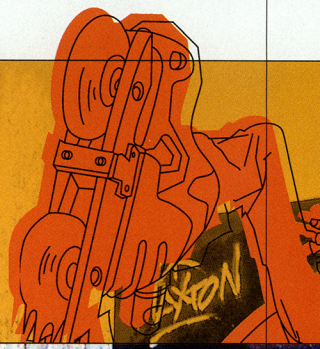
ART: GOOD FOR WHAT AILS US

Fun Lovin' Criminals



Keeping the City beautiful

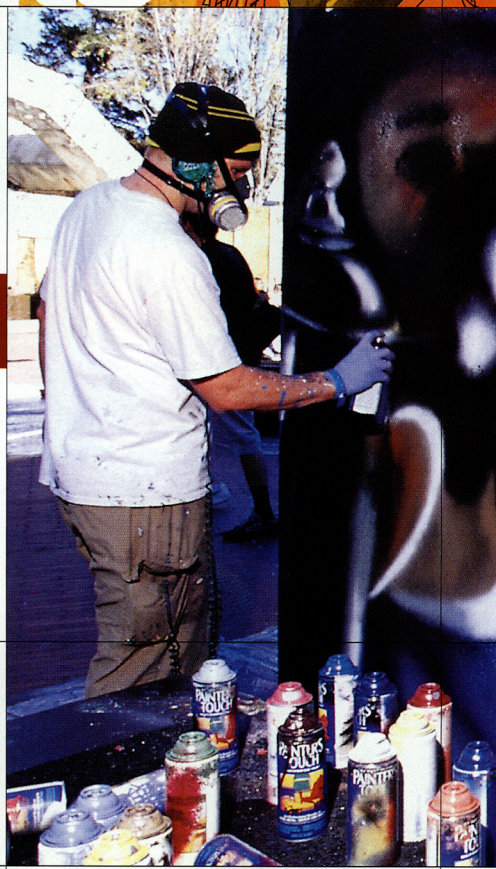
In honor of *Jet Grind Radio*'s impending launch, Sega sponsored a celebration of videogames, grafitti and the art of Krylon-inspired self-expression by the Bay, in downtown San Francisco. And your chums at **ODCM** were there to soak it all up.

Responding to San Francisco Mayor Willie Brown's dastardly attempt to foil the event (see **sidebar**), Sega Prez Peter Moore delivered the following statement: "While a portion of the game's storyline does involve graffiti art, it is portrayed within the context of creative self-expression, not vandalism. Sega does not condone graffiti as an act of vandalism with the release of *Jet Grind Radio*.

"We have to give Sega street cred for drawing the line in the sand, so to speak."

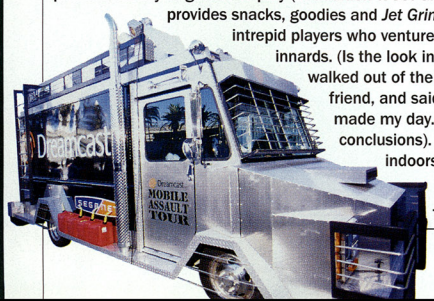
This game is appropriately rated 'T' [Teen] according to ESRB guidelines, and it contains a warning screen at the beginning of the game, so that parents and teens together can decide if the content is appropriate." He also noted that Sega would donate a percentage of *Jet Grind Radio*'s profits to the San Francisco Neighborhood Beautification program, which goes toward eradicating graffiti vandalism.

We hate tagging, but we love graffiti art, so we have to give Sega some street cred just for drawing the line in the sand, so to speak. And the winner is...? San Diego artist Sake (pictured with gas mask) took home first place (and a nice $5,000 cash prize), Christopher Kinney came in second, and Paul Giannini placed third.



Mobile Assault Tour

Riding herd on this grafitti-dotted event was the Sega Mobile Assault Vehicle, which routinely tours the country spreading the Dreamcast love. The Vehicle packs a variety of games to play (in addition to *Jet Grind Radio*), and provides snacks, goodies and *Jet Grind* T-shirts to those intrepid players who ventured into its cop-guarded innards. (Is the look inside worth it? One guy walked out of the trailer, looked at his friend, and said, "Jesus—that just made my day." Draw your own conclusions). Don't want to come indoors? Try your hand at the kid- and adult-sized jeep/kiosks outside.



THIS MONTH

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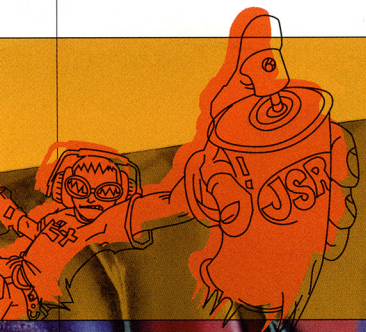
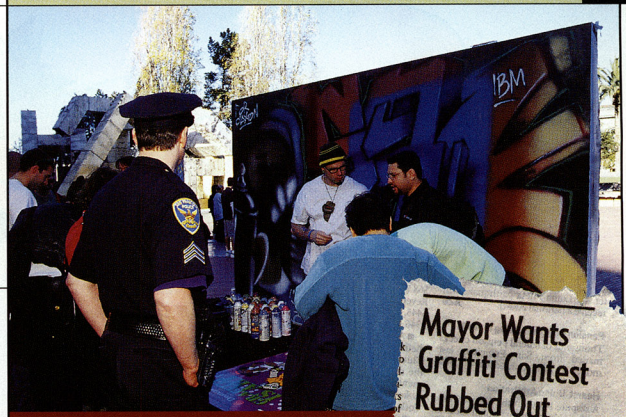


"The City spends more than $10 million a year removing grafitti tags."

For the best book you'll ever read about the art of grafitti (amongst many other things), pick up *Bomb the Suburbs* by William Upski Wimsatt. Head to your local bookstore or over to http://www.softskull.com/html/bomb.html to get yourself a copy.



The police presence at Sega's *Graffiti is Art* event was huge—and a little confused. Most of these guys think of spray paint as an off-the-shelf version of cocaine.

Mayor Battles Good, Clean Fun

IF YOU DIDN'T THINK GRAFITTI WAS art before, Mayor Willie Brown's reaction to Sega's *Jet Grind Radio* grafitti contest would be enough to convince you.

San Francisco's mayor—who looks distressingly like the little man from Monopoly—was hopping mad that Sega was encouraging grafitti, apparently not understanding that graffiti as an art form was different from straight out vandalism. "It's probably to late to stop this," said a mayoral spokesman, "But we're going to press them to take this promotion out of San Francisco and Justin Herman Plaza."

Art is SUPPOSED to inspire this kind of protest from the establishment, isn't it? Anyway, despite the bluster, the event went forward as planned, some great art was made, and no vandalism associated with event occured.

Cool Justin Herman Plaza Graffiti Fact: In 1987, rock legend U2 staged an impromptu concert in this very same Justin Herman Plaza, with 20,000 people in attendance. At a climactic moment in the show, Bono climbed the girder-like interior of the Plaza's Vaillancourt Fountain with a can of Krylon, and sprayed the words "Stop the traffic—rock 'n roll!" all over the renowned structure. Thanks in part to the outrage that this action caused, the city of San Francisco has been waging a lengthy, expensive (like, $10 million a year expensive), all-out war against graffiti vandalism ever since. So Sega was very, very careful to keep *this* art confined to canvases, where it belongs.

Mayor Wants Graffiti Contest Rubbed Out

Art competition clashes with S.F. cleanup effort

By Edward Epstein
CHRONICLE STAFF WRITER

An angry and embarrassed Mayor Willie Brown, who has started an intensified program to rub out graffiti in San Francisco, tried yesterday to get Sega of America to cancel or move a "Graffiti is Art" contest set to be held in the city on Saturday.

In addition to being angry that San Francisco-based Sega might be encouraging graffiti vandals, the Brown administration was a little red-faced because the city granted a permit for the mural contest to take place on city property at Justin Herman Plaza. It will also occur at roughly the same time a group of city-organized volunteers will be working at removing graffiti just a few blocks away.

"It's probably too late to stop this, but we're going to press them to take this promotion out of San Francisco," Brown press secretary P.J. Johnston said. He said Sega was sending the wrong message – that San Francisco tolerates graffiti.

The city estimates that it spends more than $10 million a year removing graffiti from public and private property and is stepping up its efforts. The police have recently named a citywide graffiti crimes co-

▶ CONTEST: Page A19 Col. 6

Tag, they're it

As crowds milled around them, the finalists began working on their creations at 10am and finished just after 2pm. Then a panel of five judges—which included both the lead game designer and the lead art designer from *Jet Grind* developer Smilebit, plus DJ Chewie Gomez, graffiti artist Haze, and Rob Zombie drummer John Tempesta—perused the work and determined the winner: San Diego artist Sake took home first place (and a nice $5,000 cash prize), Christopher Kinney came in second, and Paul Giannini placed third. The piece to the right was done by Paul Giannini, and was our personal favorite.

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EXCLUSIVE INTERVIEW

One Moore Time

The State of Dreamcast in the new millennium

As the year draws to a close, we sat down with Sega of America head honcho Peter Moore to set the record straight on Dreamcast's past, present and prospects...

So: How's Dreamcast?
Fantastic! We've been doing very well since the price drop to $149. PC Data is showing a 156% increase in sales, and we've got anecdotal reports in from retailers that we had very strong sales yesterday [October 26, the day of the PS2 launch]. Possibly people disapointed by the lack of available PS2s saw that it wasn't such a big deal anyway, and picked up a DC and some games.

Sega of Japan just announced a pretty signifigant loss. Should gamers be worried?
No, not at all. That's what happens when you have to install a base, and dropping the price here and in Europe didn't help. [A console's life span goes in] a 5 year cycle, and the first two years are pretty ugly—but then the tie ratio of software to hardware starts going up, and you start making more money. Also, this is a half-year result, remember, coming out before the holiday sales season—which is when we expect significant software sales. This is where the margin is, and [the loss statement] also includes signifcant capital expenditures: SegaNet doesn't happen for free. Really, though, we're investing the money to position ourselves well for 2001 and beyond.

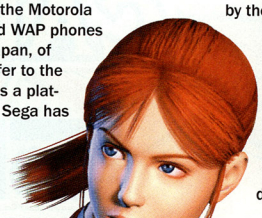
"We're confident on hardware, and on software, we're even more confident... just look at our lineup. At this point, it's in the hands of god and the consumer—and the consumer is god!"

How confident are you about DC's future going into 2001?
On a hardware front, we're incredibly confident we'll meet our target of having an installed base in North America of 4.5 million to 5 million units by the end of our fiscal year [at the end of March]. If you look at the software coming out in the next three weeks—*Shenmue, Jet Grind, NBA 2K1* and *Quake*—and the obvious lack of any real supply of PS2s going forward, the opportunity to hit that number is very high. The sell-in and demand from stores is exceptional. So yes, we're confident on hardware: but on software, we're even more confident. Look at the blockbuster lineup we have out now—at this point, it's in the hands of god and the consumer—and the consumer is god!

A press release came out of Japan talking about Sega developing for other platforms. Are we going to see Sonic on PS2?
No, no. The other platforms the release talked about were things like PDAs, and the Motorola MAP phone and WAP phones in Europe. In Japan, of course, they refer to the Internet itself as a platform. But look, Sega has one of the greatest content libraries on earth: and we're always looking for other ways to utilize it. PDAs are obviously the next wave—Handspring has a 16bit color screen now—and it's getting to the point where we could see getting our Genesis content on there. Yuji Naka was here yesterday showing *Phantasy Star Online*, and that's going to be great: a global, online RPG. That's what we're focusing on.

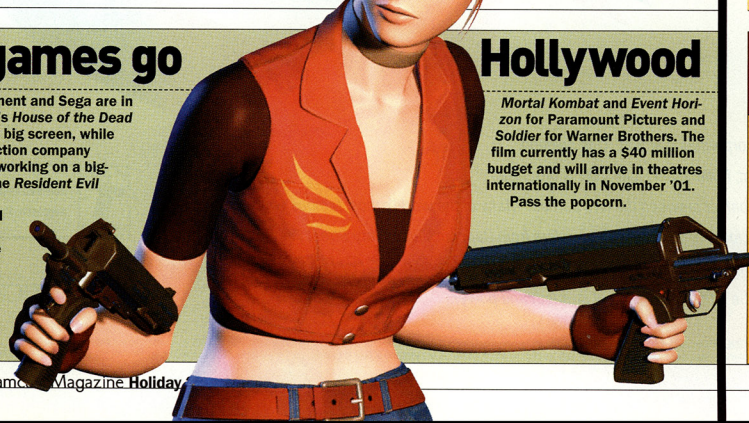
Speaking on online, how's SegaNet doing? You just announced that you'd signed up 100,000 members already.
It's a little ahead of our projections, actually. And that announcement was made prior to the release of *Quake 3*, which we expect will draw an entirely different gamer to online play. Also, that 100,000 number is only the people who've signed up to SegaNet. We're seeing that same number again in the *NFL 2K1* chat rooms who are signing on with another ISP and having a great experience. I'll be disappointed if there aren't 4 to 5 hundred thousand people play online with Dreamcast by the end of March.

Bottom line?
Once this PS2 launch nonsense blows over, it will all come back down to what's important—which is great games. We've got them, and they don't.

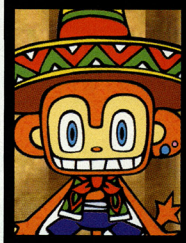


Videogames go Hollywood

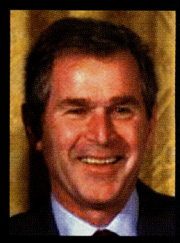
Mindfire Entertainment and Sega are in talks to bring Sega's *House of the Dead* series to life on the big screen, while German film production company Constantin Film is working on a big-screen version of the *Resident Evil* franchise. It's been confirmed that Paul Anderson has been signed to direct the movie, and that production on the film has already been started. Anderson's previous films include *Mortal Kombat* and *Event Horizon* for Paramount Pictures and *Soldier* for Warner Brothers. The film currently has a $40 million budget and will arrive in theatres internationally in November '01. Pass the popcorn.



SEPARATED AT BIRTH



Amigo The Monkey



Curious George

YOU CAN SEE THE resemblance in the smile, can't you? George W. Bush's winsome display of teeth (as pictured here) was designed by a crack team of renderers and consultants, and implemented by an even larger team of image coordinators. Samba de Amigo's delightful little monkey was produced by Sonic Team in exactly the same fashion: an odd coinkidink, no? They both speak Spanish, and they both (according to reports) used to like to party pretty hearty (you said "tequila shots," not us). So, how can you tell the difference? Amigo could take George's place at a press conference and no one would even notice the difference—until, that is, he broke out the maracas and started shouting "Samba! Samba! Samba!"

Still Bleeding

Rumors of Ill Bleed's death have been greatly exaggerated, say sources. Climax Graphics' shooter, published in Japan by Sega, was turned down by Sega of America—and rumors began to surface (in the lunch line, in rest-rooms, on elevators, in the corridors and in NextGen's digs) that the game's fate in the USA was dire.

But not so, say our deep-cover sources, speaking strictly on condition of anonymity. "The game is coming out in the US, for sure!" says said oracle. Unfortunately, the ink has yet to dry on the contract, so we can't reveal who the publisher is. Look for it next spring.

DREAM ON

GAMES WE WISH WERE ON DC

WONDER BOY SEGA 1986 (MASTER SYSTEM)

Sidescrolling action RPG antics with princesses, super-deformed heroes and an annoyingly tough boss (don't even get us started on the ten-headed last boss in *WB in Monster World* on Genesis) add magic to the wondrous *Wonder Boy* series that showed up first in 1986 on the Sega Master System and continued in 14 different forms produced until 1994. Bring it back, please!

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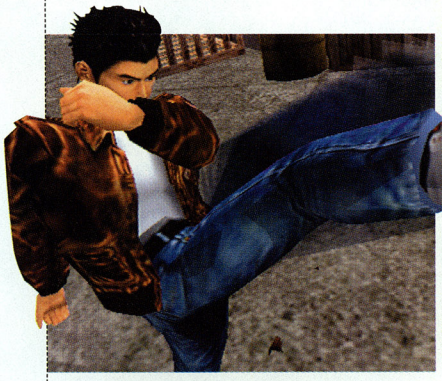
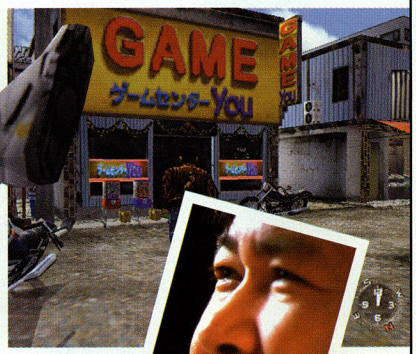
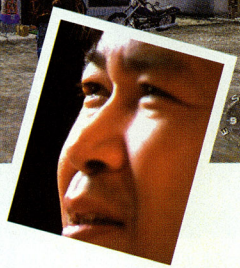






SEQUEL IN THE MAKING

And Yu said, Let there be 'Mue 2!

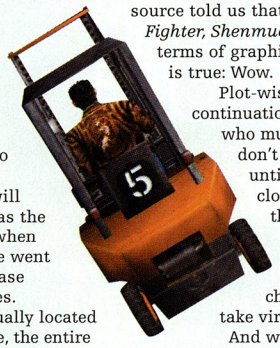
Yu Suzuki created a brave new world with Shenmue: will Chapter 2 be even braver?

QUESTION: WHAT'S COOLER THAN ANYTHING and sailing Stateside very, very soon?

Shenmue 2... Really. Yes way.

Yu Suzuki and his team have fired up their fantastic RPG machine, and they're steaming ahead on the next chapter of your favorite epic story. Here's what we already know: First, as Yu Suzuki has said, the sequel will come out much sooner than 3+ years from now (which is comparable to how long *Shenmue* was in development). In fact, the game will definitely be out in 2001—this was the number one item on the agenda when Sega of America boss Peter Moore went to Japan to discuss the 2001 release schedule, according to our sources.

Second, the new chapter is actually located in China, rather than Japan—y'see, the entire four-disc first game (see our 10/10 review in **ODCM** #08) was just the prolog.



And finally, the game itself is supposed to feature a massive graphical update. Frankly, given the beauty of the first game, we don't really see how that's possible, but a source told us that "If *Shenmue* is *Virtua Fighter, Shenmue 2* is *Virtua Fighter 2* in terms of graphics." One word, if this is true: Wow.

Plot-wise, the game will be a continuation of Ryu's quest to discover who murdered his father. What we don't know, and probably won't until the game is out, is just how close he will come to solving the mystery in *Shenmue 2*. Not only does the game have 16 chapters, but a single game has multiple chapters: these quests could take virtually forever.

And we hope they do—count on us to keep you posted on new information as we hear it.

HOT LIST

WE DIDN'T START THE FIRE ...

We want it badly:
1. Phantasy Star Online
2. Guilty Gear X
3. Valkyrie Profile
4. Jambo Safari
5. A break

We all hope & pray for:
1. Soul Calibur 2
2. Nights 2
3. Panzer Dragoon Saga 2
4. Chakan the Foreverman
5. Eternal Champions

You want it badly:
1. Phantasy Star Online
2. Dragonball Z
3. More Dragonball Z
4. Shenmue 2
5. Bleem!

You're dying to play with:
1. The MP3 player
2. The mouse
3. The zip drive
4. The DVD
5. bleem!cast

TOP TEN

NPD

BEST SELLING TITLES, OCT. 2000

1	**SEGA SPORTS NFL2K1**	SEGA
2	**ULTIMATE FIGHTING CHAMPIONSHIP**	CRAVE
3	**SONIC ADVENTURE**	SEGA
4	**NFL2K**	SEGA
5	**STREET FIGHTER III: 3RD STRIKE**	CAPCOM
6	**VIRTUA TENNIS**	SEGA
7	**NBA2K**	SEGA
8	**POWER STONE 2**	CAPCOM
9	**SEGA GT**	SEGA
10	**TONY HAWK'S PRO SKATER**	ACTIVISION

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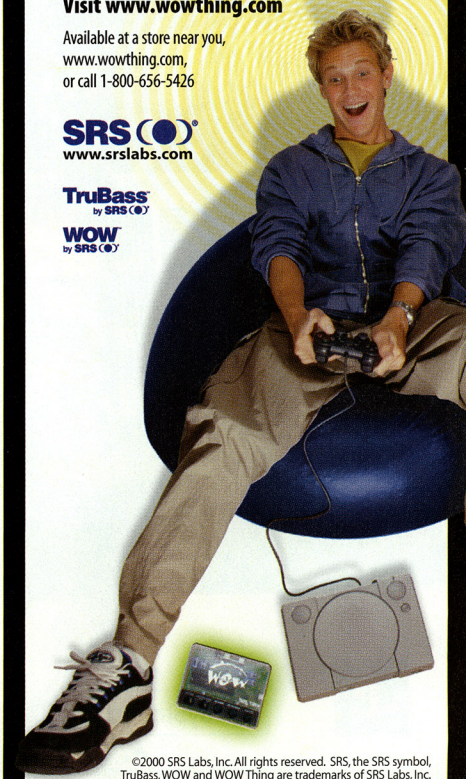

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Dreamcast
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KONAMI

Conspiracy Entertainment's upcoming *Lodoss War* RPG should appease US anime fans who adored the classic series in video form.

JAPANESE IMPORT WATCH

Dreamcast East

Anime license kicks into high gear on Dreamcast

As one of the last bastions of Japanese gaming to consistently elude the US market (besides girlfriend sims, of course), titles based on anime licenses rarely manage to survive the trip across the pond to the West. *Blue Submarine No. 6*, the quirky photo-sim *Card Captor Sakura* and *Cardice* is following in the footsteps of *Gundam: Side Story 0079*'s all the way to the US: courtesy of newly formed DC publisher, Conspiracy Entertainment. Scheduled for a December release, the game remains fairly faithful to the original *Lodoss War* anime series—with the heroic swordsman Parn, as well as his love interest (the forest elf, Deedlit) on the character roster. The game, itself, features realtime battles between up to four players and various beasts and monsters, and massive dungeons just ripe for the crawling. We hope that this is the first indication of a trend in the making!

It gives us great pleasure to announce that the *Diablo*-esque action RPG, *Record of Lodoss War*, is actually coming to America...

Wow's quiz-tastic *Ahh Megamisama!* are just a few that will likely give us a miss.

But we have this to say to anime fans in the US: don't lose hope! It gives us great pleasure to announce that ESP and Neverland's *Diablo*-esque action RPG, *Record of Lodoss War: Advent of*

Oh My Goddess!* fans (who can read Japanese) will want to keep an eye on *Aah Megamisama!

It's successful on US TV, but chances for a US conversion of *Card Captor Sakura*'s game are slim.

***Macross*: another anime title stuck in Japan**

FYI NEWS FEED

> DELAY: ***Unreal*** delayed until Jan.

> MARKET WATCH: Following its price cut to $149 and $150 ISP rebate, **Sega Dreamcast** sales increased 156.5 percent between July 23 and Sept. 23, PC Data revealed. In the five weeks since the price reduction, **Sega's** share of the market has increased to 29.9 percent of all unit sales and 39.7 percent of revenue. **Sony's** share has also increased to 49.0 percent in unit sales and 42.3 percent in revenue. The **Nintendo 64** saw its share decline to 20.8 percent and 17.9 percent for unit sales and revenue respectively. Through the first three weeks of September, **Sega** moved up to claim the top position among sports publishers, while placing second overall behind **Nintendo**. According to PC Data, ***NFL 2K1*** for **Dreamcast** is the top-selling title of the month so far.

> RELEASE UPDATE: **Sammy** has announced that December 7th will mark the official release date of the **Dreamcast** version of ***Guilty Gear X***.

> RUMOR: **Sega** plans to release a **3D Expansion Card** for **DC**, which would upgrade the system to the equivalent of a **Naomi 2** board, so that the **Naomi 2** arcade titles can be ported perfectly. The **Naomi 2** is reported to have four times the power of the existing **Naomi/Dreamcast** hardware. **Sega** HQ denies these rumblings.

> RELEASE UPDATE: **Media Factory** announced a new **DC** real-time war sim called ***Alexander: The Road to Persia***, to be released in spring 2001 in Japan. Players control King Alexander and his troops, and battle rivals to expand the kingdom.

> RELEASE UPDATE: **Media Factory** will also release ***Culdcept II*** in Japan this winter. A sequel to the popular **PlayStation** card battle/table game, it requires you to roll dice to move characters and pick cards to summon monsters.

> RELEASE UPDATE: **Sega** says that its new **Dreamcast 4X Memory Card** will have **800 blocks/4MB** of memory (four times the current **VMU**), separated into four banks of 200 blocks each.

> RELEASE UPDATE: **Generation X** will be porting **Nine Lives/Gainax's** popular ***Princess Maker*** series to **Dreamcast/Japan**. The **DC** version, ***Princess Maker Collection***, will be a compilation of ***PM 1*** and ***2***, and is scheduled to release in Japan on Jan. 25. A non-interactive demo of ***PM IV*** will be included with the game.

DREAMCAST WITH BIZKITS AND GRAVY

SegaNet Says: This Bizkit Ain't Limp!

SegaNet takes its show on the road with the band

"If you get your ass kicked, it's probably me on the other end of the line," says SegaNet member Fred Durst. Durst originally gained notoriety (and adulation) as the frontman of Limp Bizkit, and now he's staking out new territory in the public domain as one of Dreamcast's premier online hellraisers.

'As if!' you say? Well, Durst and the band are ready to prove their Dreamcast prowess to all of you doubting Thomases (and doubting otherses, as well), in online tournaments to be held at Limp Bizkit concerts in 45 cities nationwide. These combat zones are an integral part of the band's SegaNet-sponsored tour for its new album, *Chocolate Starfish and the Hotdog-Flavored Water.*

One ticket buys two joys: lucky fans (picked by local radio stations) will not only get to see their favorite band strutting its proverbial stuff, but will get to throw down on Dreamcast's *Ultimate Fighting Championship* against one of the musicians. The best part—or the worst, if you suck—is that these "Rumbles with a Rockstar" will be projected on the giant stage screen, in front of thousands of screaming concert-goers. And even if you don't get to go head-to-head with Fred Durst, you can visit Sega's on-site Mobile Assault Tour (MAT) trucks, which are guaranteed to be stocked with games like *NFL2K1, WSB2K1, Space Channel 5* and *Metropolis Street Racer.*

This total sensory assault could be heading your way, soon—at print time, only dates through November 21 were confirmed. Just log onto SegaNet for updated tour details.

"If you get your ass kicked, it's probably me on the other end of the line," says SegaNet member Fred Durst.

Fred Durst puts his official stamp of approval on his system of choice: Dreamcast.

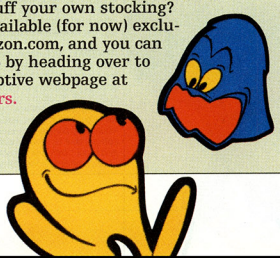
THE LAST QUARTER: A 25 year history of videogames

WE'RE ALL ABOUT HISTORY HERE AT ODCM. So we were wicked excited to hear about Steven L. Kent's new book, which charts videogames from their earliest beginings all the way up to (and including) our favorite system of today, the Dreamcast.

Kent, a columnist for our sister pub, **Next Gen,** is a major game historian, and it shows in this 400+ page definitive look at the birth and growth of the game industry.

This isn't a textbook, though—Kent makes a serious effort to bring the history to life with hundreds of quotes from hundreds of key figures in the game industry—including David Rosen, the founder of Sega, Yuji Naka, Yu Suzuki, and about 400 others. It does sometimes get a little dry, and there's too much focus on Nintendo for our Sega-flavored tastes, but if you're at all interested in gaming, it never gets boring.

Want to stuff your own stocking? The book is available (for now) exclusively on Amazon.com, and you can find more info by heading over to Steve's descriptive webpage at http://members.aol.com/stevenkent.



WE'RE GIVING IT AWAY

Who's your Amigo? Contest

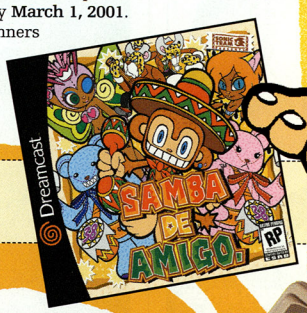
Wanna win a monkey barrel full of goodies from Sega? Read on...

SEGA OF AMERICA DREAMCAST INC. AND THE OFFICIAL Dreamcast Magazine invite you (yes, you) to shake things up—in our exclusive, maraca-riffic **"Who's Your Amigo?" Contest** (which was originally titled the "Touch Our Monkey" Contest, until good taste prevailed). Three lucky entries will win a full *Samba de Amigo* set-up, including a copy of the game and the requisite maracas, and seven other *Samba*-lovers will score a copy of the game and some seriously cool *Samba* goodies. Do we even need to tell you that these babies are being released in very limited numbers? So you'll be among the few, the proud, the *Samba*-tastic to have a set of maracas and a copy of the game to call your very own.

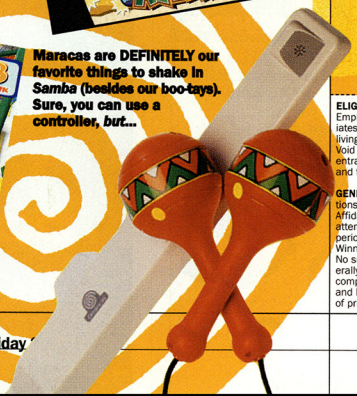
Win a full *Samba de Amigo* set-up, including a copy of the game and the requisite maracas.

Just send a **standard-sized postcard** with your **name** and **address** on it to the address shown below by **March 1, 2001**. We'll collect them and draw the winners out of a giant sombrero (as modeled above by **ODCM**'s own Associate Editor, Evan Shamoon). Now, who's your *amigo?* Well, of course...we are!

ATTN: ODCM Samba Contest
P.O. Box 7639
San Francisco, CA 94120-7639



Maracas are DEFINITELY our favorite things to shake in *Samba* (besides our boo-tays). Sure, you can use a controller, *but*...



Okay, kids. How hard can it be to send us a postcard? Especially when the return on this tiny investment is so downright HUGE. If you win this contest, you'll get everything in *Samba* but the monkey. And who needs monkeys, when you've got us?

ELIGIBILITY: Sweepstakes open only to residents of the U.S. only. Employees of Sega of America, Imagine Media (Sponsors), its affiliates, subsidiaries, advertising and promotion agencies, persons living in the same household and families of each are not eligible. Void where prohibited by law. By participating in this promotion, entrant agrees to abide by and be bound by these Official Rules and the decisions of the judges.

GENERAL: All federal, state, provincial and local laws and regulations apply. Potential winners must respond to any required Affidavit of Eligibility/Release of Liability Form within 14 days of attempted delivery of same. Noncompliance within this time period will result in disqualification and forfeiture of each prize. Winners will be notified by mail sometime after March 1st, 2000. No substitution or transfer of prize permitted, unless prize is generally unavailable at sweepstakes' end, in which case a prize of comparable or greater value will be substituted. All federal, state and local taxes are the sole responsibility of winner. Acceptance of prize offered constitutes permission to use winner's name for advertising/trade purposes without further compensation, unless prohibited by law.All entries must be received no later than March 1st, 2001, with the winners being announced on or around April 1st, 2001. The drawing will be held by Sega of America, Dreamcast Inc. By entering this contest, you agree that the Official Sega Dreamcast Magazine, Imagine Media, and the other contest sponsors may use your name and information for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of receipt of the prize, and winners are responsible for income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to P.O. Box 7639, San Francisco, CA 94120-7639. This contest is limited to residents of the United States. No purchase necessary; void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

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DRIVER A

-Greets colleagues with a firm self-confident handshake.
-Dated cheerleaders in high school.
-Has lipstick on underwear.
-Smokes after sex.

MSR
METROPOLIS STREET RACER

Welcome to Metropolis Street Racer where going fast isn't enough, you've gotta go fast and look good. MSR is the only racing game where you're judged on KUDOs (points based on style) as well as speed. MSR also features amazing recreations of real cities, London, Tokyo, and San Francisco, are shown in incredible detail, right down to the street signs and radio stations. So check out Metropolis Street Racer and see if you've got what it takes to maintain an image at 180 mph.

:: SAN FRANCISCO ::

:: LONDON ::

:: TOKYO ::

B

DRIVER B

-Offers a limp and clammy handshake that screams of self doubt.
-Wasn't allowed to date in high school.
-Has superheroes on underwear.
-Apologizes after sex.

Dreamcast

sega.com/msr

EVERYONE
E
CONTENT RATED BY ESRB

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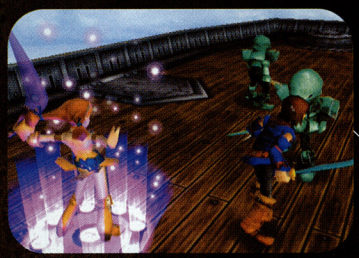
BIZARRE CREATIONS

Yes, you can change your reputation.

Skies of Arcadia

No, you can't change your clothes.



You're Vyse, a Blue Rogue pirate. And a well-known ninny. Which sucks. So sail the vast 3D sky in your killer airship. Discover unchartered floating islands. Fight evil pirates. With 70 weapons and 36 magic skills, you'll kick ass by the boatload. You'll be captain of your own ship with 22 crew members. You'll conquer the enemy nation. Then everyone will respect you. And they'll call you Vyse the Legend. Which rocks. Unless you don't fight. Then you're just a wuss.

Dreamcast™

RATING PENDING
RP
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sega.com

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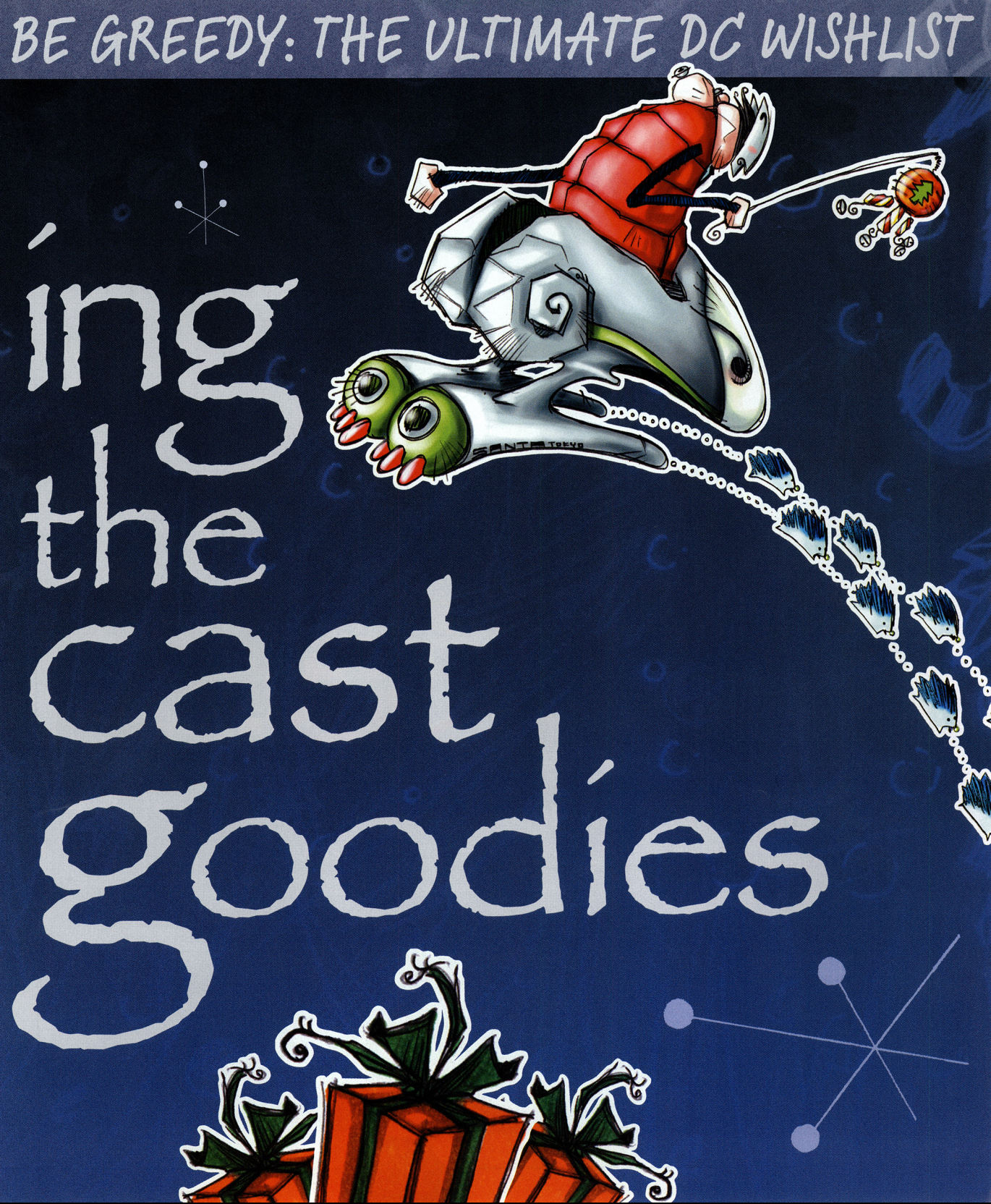
BEST STUFF EVER! 'TIS THE SEASON TO

cover story

Haul in dream

People say it's better to give than to receive. These people are generally idiots. The only kind of giving we enjoy consists of handing out itemized lists of presents we want to receive for the holidays. These are the games you absolutely, positively, without a doubt must have. So stop being naughty and start being nice, lest you end up with a stocking stuffed with coal and seven copies of Soul Fighter ...


ing
the
cast
goodies

Fighting Games

NICE LIST

Soul Calibur

Soul Calibur, with its flawless graphics and sharp fighting engine, stands as the Queen Mum of all 3D brawlers. Combat pits two gorgeous weapon-wielding warriors against each other in a spectacular ballet of move and countermove that can only end with hurt feelings and the desire to play one more round—or a thousand.

Dead or Alive 2

Although it's not as deep (there, we said it) as *Soul Calibur, Dead or Alive 2* features some of the most spectacular 3D fighters ever to grace a videogame, plus gorgeous environments that play an active part in every tussle. *DOA 2* supports up to four players, and is a superb party game.

Street Fighter 3: Third Strike

At the top of the 2D heap, *Third Strike* is the best version of the best game—arguably—ever created (we believe this took place on the so-called 'seventh day'). Arcade-perfect in every way, it's as good as it gets for *Street Fighter* fans. This is a whole new breed of polygonal fighting: you must own a 2D fighting game.

Ultimate Fighting Championship

Fist meets face repeatedly in this no-holds-barred fighter. Players step into the role of a *UFC* brawler and compete in an eight-sided steel cage called the Octagon. Battles are, to steal from **ODCM** pet philosopher John Hobbes, "nasty, brutish, and short"—fighters can try to knock each other out with fierce attacks, or perform a tortuous hold painful enough to make opponents cry "Uncle!" and "Mommy!"

Power Stone

Easily one of the most overlooked videogames of all time, the original *Power Stone* stands alone for its capacity to plumb the depths of 3D play. Fighters can go virtually anywhere and pick up virtually anything—and then throw it at opponents. Crazy-non-stop-intense paced action: if you've beaten the big boys, try beating this game.

NAUGHTY LIST

Mortal Kombat Gold

Rehashed gore from the days of yore, *MK Gold* doesn't hold a candle to the fine fighting lineup on Dreamcast. Until the *MK* franchise does some reinventing, only hardcore fans will find any goodness here. Keep away from eyes: in case of contact, flush inflamed areas with warm water.

SOUL CALIBUR

DOA2

DOA2

POWER STONE

Weird and Wacky Games

Tired of the same ol'-same ol' fighters or sports games? Need to add a little weirdness to your gaming life?

SAMBA DE AMIGO

The premier Dreamcast party game, it's frantic action coupled with an excellent soundtrack: videogame crack. Bouncing blue dots show a player what height and what time to shake the maracas. Rattle well, and you're rewarded. Rattle poorly, and you will make the monkey cry. Do not make the monkey cry.

COASTER WORKS

Build a coaster and the joyriders will come. A modest hit in its homeland of Japan, Xicat hopes that gamers on the global scale will get an even bigger rush from this chance to build a better coaster from scratch...and to ride out the kinks, all the way to glory. You'll have to work out the physics and the construction, but it's cool, addictive and padded with a no-vomit policy.

PRINCESS MAKER COLLECTION

Okay, technically this game has about a snowball's chance in hell of releasing in the US, but it still makes our list. It's one of those creepy sim games in which you're a Daddy who adopts the daughter he's always longed for: and now he's set with the task of raising her to legal age. Mold her into a princess—or the leading lady of evil.

SEAMAN

Coupled with a microphone for voice interaction, *Seaman* the misanthropic fishman is a niche gamer's dream. Raise him from egg-hood; teach him life, love and sundry things while he insults you and probes your personal life. A disturbing gem, but a gem nonetheless. If Woody Allen was reading this feature—and we assume he is—Woody, you'll LOVE it.

SEVENTH CROSS: EVOLUTION

Level up from a mere amoeba to an evolved killing machine... It's either the strangest game ever or life as we know it. Simple, odd and somewhat engrossing, sim fans may want to give *Seventh Cross* a second look. Warning: don't look *too* closely.

www.DailyRadar.com

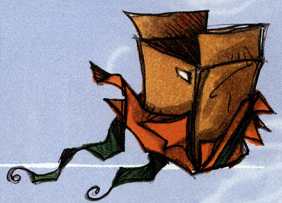
Santa's Bag of Swag

SONIC PLUSH TOYS

COMPANY: **SEGA**
PRICE: **$13 each**

Sega.com has had everyone's favorite hedgehog and four of his friends done up in delicious high-quality felt. These huggable toys are built to last, and they won't break the proverbial bank—or your teeth, if you're inclined to chew on them.

Action



NICE LIST

Crazy Taxi

Insanity and genius often go hand in hand. This is certainly true for the comic hack sim *Crazy Taxi*. Players step into the role of a devil-may-care San Francisco cabbie and ferry a zoo of colorful passengers to and fro. *Taxi* is the perfect game for those who want to be solidly entertained for short periods of time. Like us. Or a kitten with thumbs.

MDK2

A third-person perspective 3D shooter, *MDK2* serves up plenty of murder, death, and killing (a.k.a., murder). Players control janitor-turned-hero Kurt Hectic, the eccentric Dr. Hawkins, and the gruff mech mutt Max as they plow their way through eye-pleasing worlds, shooting endless hordes of scumsucking alien types. Tough love at its best.

Jet Grind Radio

Ultra-hip graf kids paint the town technicolor, while outsmarting local authorities. Like *Scooby Doo* for the new generation without the supernatural hi-jinks and with jet-powered inline skates rather than a Mystery Machine, *Jet Grind Radio* embodies nearly everything in gaming that we admire—including fast, responsive controls and an incredibly cool premise. Watch and learn, kids, then watch again as other companies rip off *JGR*'s concept and play for generations of games to come.

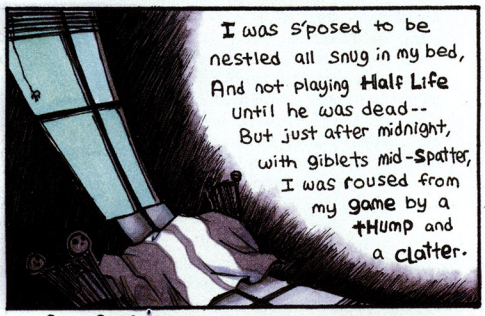
NAUGHTY LIST

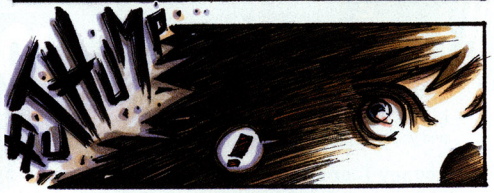
Soul Fighter

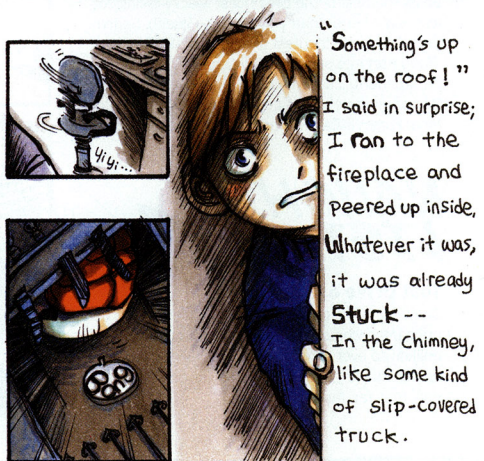
What could've happened to what could've been a rather cool arcade-style beat 'em up? Bad cameras, lousy controls and some half-baked ideas got in the way of our fun, and turned *Soul Fighter* into a bland exercise in mediocrity. What a shame.

"I was roused from my game with a thump"

THE NIGHT BEFORE...

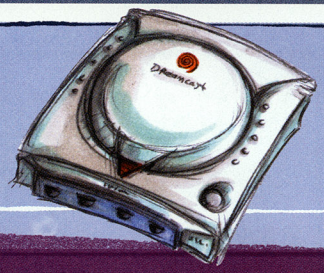






The Night Before story by Dina Fayer. Feature and story Illustrations by FSc

Driving Games



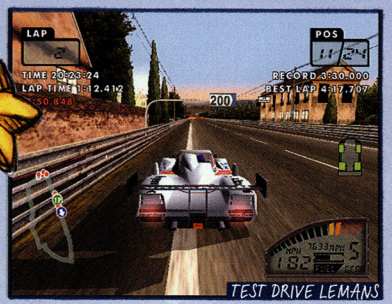
NICE LIST

Metropolis Street Racer

A long-awaited game on Dreamcast has finally arrived... And it turns out that Bizarre Creations did indeed create one of the most spectacular racers ever. They were telling the truth! Using an innovative "Kudos" points system and shifting your beloved gray box into overdrive to handle the new demands, *MSR* tries plenty of cool things that other racers haven't dared. Arcade fans—check it out.

Test Drive LeMans

Got a few hours to spare? Got, like, a whole day? *Le Mans* may be the best way to spend the extra time. It's *shockingly* good. From the same development team—Melbourne House—that created the fourth entry on this list (*Looney Toons Space Race*), *Test Drive Le Mans* not only incorporates intriguing tire-dependent handling, but it's darn purty to look at as well. And yes, the 24-hour mode is for real.



SF Rush 2049

Arcade conversion done right, Midway's outrageously over-the-top racer proves that sequels don't necessarily have to be derivative. Speeding along twisty, turny tracks in a crazy tricked-out futuristic hovercar is great—now, add in loads of shortcuts and other goodies that are fast-becoming staples in the series, and you have something quite special.

Looney Toons Space Race

Easily the best of the Dreamcast 'wacky racing' lot (yes, even better than *Wacky Races* itself!), *Space Race* combines the best elements of *WipEout* and *Mario Kart* into one hella fun package. The graphics are wonderful...and you gotta love watching Wile E. Coyote plummet to his death over and over in real time. Forget IKEA this Christmas: go for Acme!

NAUGHTY LIST

Test Drive 6

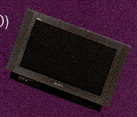
Okay, okay. The possibility certainly exists that there are games worse than *Test Drive 6*. However, you are unlikely to ever come across a racing game as uninspired, flat and—dare we say it—blasé as this dud. Stay far, far away.

Gen-Xmas

Ideally, a Dreamcast should be played not on an entertainment system, but in an *entertainment environment* called the ODCM Dream DC Setup. We've tallied up all of the elements necessary to create the perfect gaming biosphere and listed them below—so go to it, you yaks who went public this year and have money to burn!

I.T. LEVEL BUDGET

1. **JVC D201 Television w/ Surround Sound** ($400)
2. **APEX AD500A DVD Player** ($100)
3. **Economy-size box Chocodiles** ($30)



ENGINEER LEVEL BUDGET

1. **Sony Wega 36" Flatscreen TV** ($1900)
2. **Sega S-Video Cables** ($20)
3. **RCA AV Selector** ($20)
4. **Monster S-Video Cables** ($30)
5. **Economy-size bag Wasabi Peas** ($40)

SALES LEVEL BUDGET

1. **Princeton Arcadia 38" monitor** ($2300)
2. **Sega VGA Box** ($50)
3. **S4 Midiland 8200 Speakers** ($329)
4. **Marantz 300-disc DVD Jukebox** ($1500)
5. **Economy-size box Pecan Sandies** ($50)

CEO LEVEL BUDGET

1. **Pioneer Pro 710 HD Model TV** ($8300)
2. **Speakercraft In-ceiling Subwoofer** ($1800)
3. **Nakamichi SoundSpace12 w/DVD**
4. **Economy-size box of Fran Pocky** (¥700)
5. **Round-trip ticket to Japan to purchase Pocky** ($3500+)

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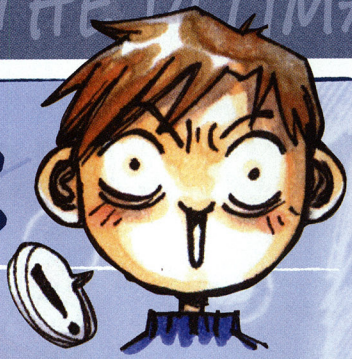
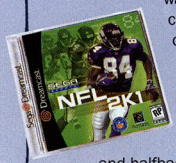
Sports



NICE LIST

NFL 2K1

The taste of turf is delicious indeed. Sega improved its potent football license in every way, with ultra-realistic looking characters who breathe smoke on cold days and perform stunning dives, tackles, and leaps. The weak running game that dominated in the original has been resculpted to allow the video fullbacks and halfbacks to perform as they would in real life. And you can play it online!



NBA 2K1

The only facet of modern basketball not included in *NBA 2K1* is the face of now-retired basketball star Michael Jordan, hawking Ball Park franks and everything else. A sequel to the praiseworthy *NBA 2K*, *NBA 2K1* takes the basketball franchise online and improves it with additional character animations and a neat Franchise Mode (where you can create and manage your own team). And it's online compatible. Boo-yah.

Tony Hawk's Pro Skater 2

Send skateboarder Tony Hawk straight up a ramp and into a series of beautiful spins, twists, grinds and grabs, defying gravity for what seems a breathless eternity...the satisfaction cannot be captured in the confines of a mere sentence. Videogame nirvana.

Virtua Tennis

Under normal circumstances, the only thing less interesting than real tennis would be *Virtua Tennis*—but *VT* gets **ODCM**'s nod as Most Addictive Game Ever. With these superb graphics and an equally excellent control system, up to four people can storm the court and lose hours, days and weeks.

NAUGHTY LIST

NFL Quarterback Club 2000

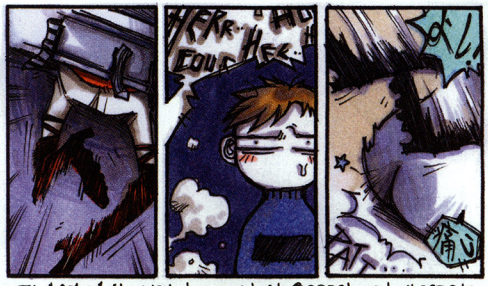
This oldie proved to be the furthest thing from a goodie, with stiff plays and poor animations. If you're begging for some good ol' *QBC* action, skip the bargain bin and head for the new releases.

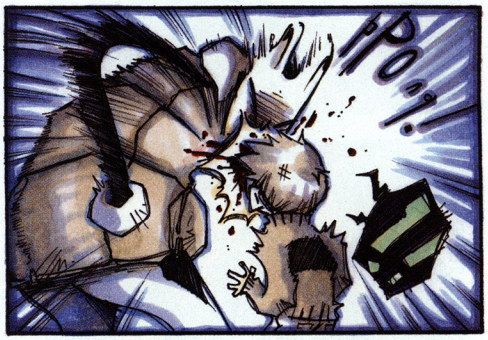
Santa's Bag of Swag

SONIC ADVENTURE ACTION FIGURE

COMPANY: **RESAURUS**
PRICE: **$18.00/or $6.99 each**

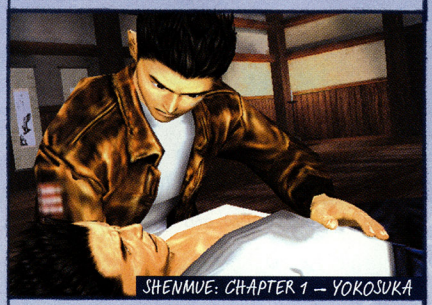
Petite and sweet, these are the mini-action figures to beat for *Sonic Adventure*. Equipped with rings and other tiny goodies, not only are these guys fully poseable, but they're incredibly affordable as well.





Adventure Games

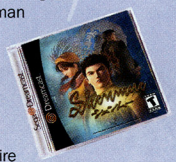
RESIDENT EVIL: CODE VERONICA


SHENMUE: CHAPTER 1 – YOKOSUKA

NICE LIST

Resident Evil — Code: Veronica
The ungrateful dead have returned yet again to plague heroine Claire Redfield. She's been captured and taken to a secret island where, of course, the most perfect sort of horror ensues. Capcom hits its highest note yet with this zombie epic; it is truly gorgeous and titanic in scope.

Rayman 2: The Great Escape
Never has a game been so aptly subtitled. *Rayman 2* is simply a great escape—a fantastical little platformer that never forgets that games should be immersive and enjoyable. Ubi Soft has created a stunning world complete with vibrant colors, dancing clouds, dank swamps, and bubbling lava for the lovable little moppet Rayman to explore.



Shenmue : Chapter 1 — Yokosuka
Yes, the man of the hour, Ryo Hazuk, can kick ass and take names. Yes, he has a repertoire of face-banging, bone-crunching martial arts techniques that would stress out even the master Bruce Lee. Yes, he's a responsible hero/family guy on a quest to avenge his father's death. But he's also a Jet Cola addict. And he collects toys and plays daddy to a kitten. And at times, he's even sensitive. Jeez, this guy *must* be human! And this must be one of the top adventures to date, on any system.

NAUGHTY LIST

The Ring: Terror's Realm
Or *The Ring:* terror's realm. It's like, scary bad. With all of the cool games in Japan that never made it across the pond to the US, why did Infogrames pick up this little monster for Stateside release? Poor presentation, bland graphics and incredibly repetitive gameplay...it's a real conundrum. Skip it unless you like the smell of burning dollars.

"I don't fill your stocking if you don't count sheep."

DC Y2K: ALL DREAMCAST, ALL THE TIME

January
The three-month-old Dreamcast is a walkin', talkin' genius! *Shenmue* releases in Japan; saliva releases in the US.

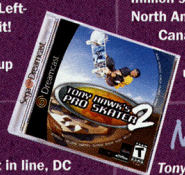
February
Marine Fishing and other titles released at the arcade show (AOU2000) in Tokyo get an overwhelming response from fans. One guy turns into a fish to show his support.

March
In springtime a young gamer's fancy turns to love, and did we ever love March! With the debuts of *Code: Veronica, DOA 2 and MDK 2,* it was a genre-smashing dream.

April
Poo-CHI arrives in the office. For three weeks, we try to teach him to fetch. Then we go back to using Evan to bring us stuff.

May
Sega's line-up and booth DESTROY the competition. Over 100 new games are shown, with another 100+ announced. The games are so good, we almost forget to watch the booth babes. Almost.

June
Ulala, fresh from taking over E3, dances her way into our hearts. In Japan, gamers stop Left-Right-Left-Right Sit! Sit! Sitting long enough to pick up *Jet Set Radio.*



July
Sega blows past the two million system sales mark in North America—that means Canada, too! (See, we didn't forget you were up there.)

August
Grandia II releases in Japan and tops the charts. Hype heats up for the US release; our preview is so hot it burns our fingers ("Fran, what do we do with these oven mitts? Yeeeow! Oh.")

September
SegaNet! At last! Evan plays *NFL 2K1* and quickly racks up an unbelievable 1 and 41 record. Ouch! His one victory was a "mercy game" thrown by an eight-year-old in Scranton, PA.

October
While the PS2 fanboys wait in line, DC owners relax online with *Quake III, NBA 2K1* and *Metropolis Street Racer.* Chris has a one (whole) night stand with *Test Drive Le Mans* and falls in love.

November
Tony Hawk 2 appears. Evan disappears. If you see him (or our copy of the game), tell him to send a postcard. And we want our GDROM back.

December
Dreamcast's Santa-san gives up the goods for all of us! Catch y'all in 2001...we'll be the smug ones playing *Phantasy Star Online.*

www.DailyRadar.com

Santa's Bag of Swag

11" TALL SONIC THE HEDGEHOG

COMPANY: RESAURUS
PRICE: $19.99

Remember this guy from way back in ODCM issue 06? While we have yet to find this poseable, hard plastic Sonic doll in any horror movies, we are currently shopping the idea around to film studios. A cool gift, nonetheless.

RPG

"I had to think fast. I had to be clever—I had to keep Santa from leaving forever."

NICE LIST

Skies of Arcadia

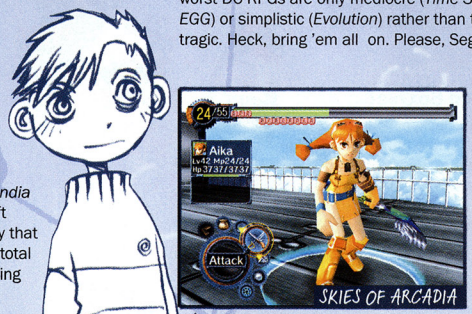
The sky, thankfully, is not the limit here. Sega's new RPG strikes a roguish pose with a swashbuckling pirate named Vyse, whose heart of gold will melt the hearts of every steely-eyed gamer—even yours. Set in a series of floating islands, *Skies* is epic in scope and packed with scads of things to do and discover. If this game was any bigger, it would have to get its own zipcode. Only drawback? You might forget to eat. Or sleep...

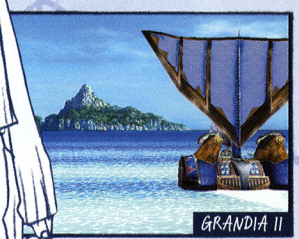
Grandia II

When asked to sum up *Grandia II*'s great appeal, an Ubi Soft representative stated simply that "200 people + 2.5 years of total dedication = awesome gaming experience." Every facet of this game seems to reek of someone's hard work, from the 3D characters who exhibit more facial expressions than most Hollywood actors to the game's lovely, crackling campfire flames. In a word: Swee-eet! A deserving sequel to the classic original on Saturn.

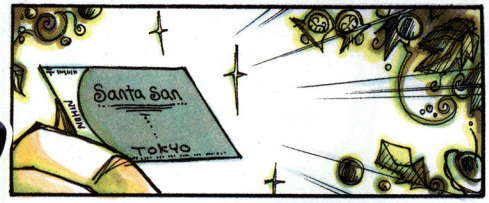
NAUGHTY LIST

Is there a bad RPG on Dreamcast? Well...no. Not really. A dearth of roleplaying games developed for the system has left us panting for new titles—and whenever they appear, in whatever guise, they're a welcome oasis. Really, though, the very worst DC RPGs are only mediocre (*Time Stalkers*, *EGG*) or simplistic (*Evolution*) rather than truly tragic. Heck, bring 'em all on. Please, Sega?

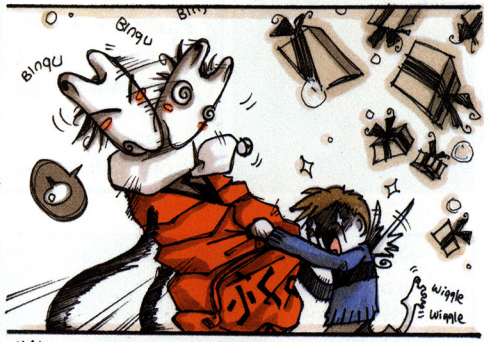




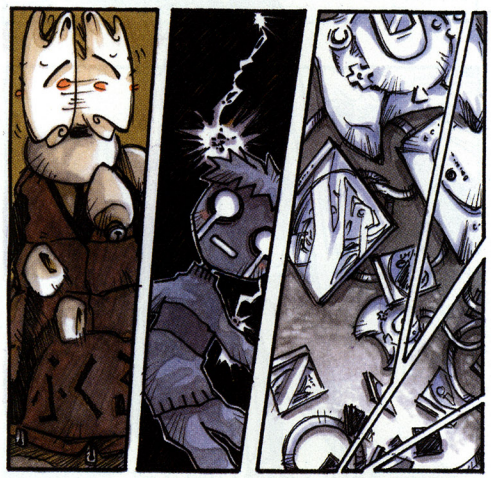
"You're Santa!" I shouted. "Hand over the loot!"



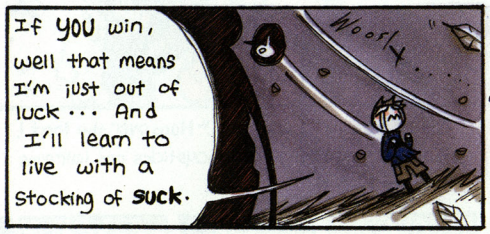
Yep. That's what it said.



"You're Santa!" I shouted. "Hand over the loot! New **Dreamcast games**, joysticks and lightguns to boot!!"



But Santa-san shook his head (albeit sadly). "Regrettably, sir, you're behaving quite **badly**. You're still playing **Dreamcast**; you should be **asleep**-- I don't fill your stocking if you don't count sheep."



Konnichi-wow!

While the US does get some neat Sega goodies, there's no question that if the US and Japan had an armwrestling match over who got the coolest swag, the US would be toting its sprained wrist to the ER in about two seconds flat. *Shenmue* cell phone straps and hot pink *Sakura Taisen* Dreamcasts—ouch! And our pissant stuffed animals are nothing compared to the horrifically cute totems produced by the Japanese videogame merchandising machine. Oh, how we wish these little guys would creep beneath the **ODCM** tree this year!

Kyaro Inflatable Toy

Ours was a freebie handed out at the Spring Tokyo Game Show, but Japanese gamers can buy and cuddle up with *Grandia II*'s sadistically cute mascot, Kyaro (Carro in the US). It's wearable, as well! Kawaii!

Sonic Jelly Keychains

Color-coordinated for the new generation, these keychains are not only cheap but hip (come on, aren't they?). We stumbled across these goodies on a trip to Japanese superstore Tokyo Joypolis (known to gamers as Buy-opolis).

Sakura Taisen Art Books

Who said that all of those wacky *Sakura Taisen* fans loved the games for their gameplay? Well, actually a lot of them do, but an equal amount love the artwork of the numerous lovely fightin' ladies. And where better to check out the gals of the Sakura games than the official art books?

"If I win, you leave all of Dreamcast's top games."

Eternal Arcadia Limited Box-set

The term "jackpot" only bigger would describe the Special Edition boxed set of Sega's uber-RPG, *Eternal Arcadia (Skies of Arcadia* in the US). Sniff. Who wants to bet we won't see Cupil keychains or a nifty art book arriving in a (signed) box with our US version?

A timeless legend. An epic adventure.

Record Of Lodoss War

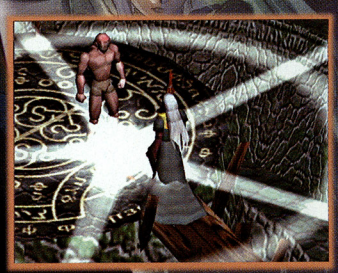
Dreamcast™

"Record Of Lodoss War... will definitely satisfy Dreamcast owning Diablo fans"

-www.gamespot.com

"Record Of Lodoss War... looks and sounds brilliant on the Dreamcast"

- www.igndc.com



ESP ENTERTAINMENT SOFTWARE PUBLISHING

Conspiracy ENTERTAINMENT

GRAVE

Experience the world of Record of Lodoss War up close and personal in an epic 3D action/RPG only for Sega Dreamcast. Take control of a mysterious warrior from the past, resurrected to save the future, on a colossal quest filled with pulse pounding action and high adventure. Join forces with popular characters from the Lodoss universe and combat hundreds of vicious enemies with dozens of spectacular spells and customizable weapons.

角川書店

MATURE M ESRB

Animated Blood
Animated Violence

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Stocking Stuffers

(for really big socks)

We love our games, but we love them more when we get to play 'em as well as they can possibly be played—on great peripherals that go the distance to enhance our collective gaming experience. Dreamcast has some serious keepers in its library, courtesy of Sega and various third parties. Check 'em out, and tell the pertinent people with pockets just exactly how you'd like your stocking stuffed.

CONTROLLER PADS AND ARCADE STICKS

The Dream Pad MadCatz ($29.99)

This sharp controller sports six gameplay buttons on its face and two analog triggers underneath. It's built for comfort with rubberized palm grips—and its reasonable price is seductive.

Agetec Arcade Stick
Agetec ($49.99)

The official arcade stick of choice. It has a solid base, quality buttons and a high asking price—but if you want to get the most out of your arcade fighters, this is your answer. We all have one at home, and we didn't even get them for free.

TopMax Enforcer TopMax ($29.99)

Cheaper, but design is top quality. It's a good alternative to the pricey AgeTec, but it's a little lighter in its base. If you're not looking for the steel-heavy feel in your stick, then you won't be disappointed.

VMUS AND MEMORY CARDS

Sega Official VMU Sega ($24.99)

Available in all flavors of the rainbow (except for pina colada), Sega's own VMU is still the best choice for DC gamers. The only drawback is the fact that the battery is quickly eaten up with regular use. But at least you'll never have to deal with corrupted data again.

Tremor Pak Plus
Interact ($19.99)

All the rumbling and saving (with 200 blocks) you need in one handy package. That's a whole lotta goodness, but you won't have a LCD screen for VMU mini-games. Keep in mind that it's an unofficial peripheral, and might not work with all DC games.

One Lump of Coal or Two?

A fortune cookie once said that those who forget the past are doomed to repeat it. So we're going to remind you of a couple of system stinkers that we NEVER want to see again, in any guise, in any format. Even cel-shaded. These are the games we'd wish on our worst enemies, if we had any enemies bad enough to call 'worst'.

SONIC SCHOOLHOUSE

• PC, 1996, SEGA

Who's idea was it to turn Sonic into "America's favorite family character" by making him teach math to kids? We don't know, but we're fairly sure they no longer work in games. Or math.

MR. BONES

• SATURN, 1996, ZONO, INC

Zono, Inc.'s secret recipe for *Mr. Bones* was simple: one steam engine with cowcatcher and one cow. This trainwreck featured the music of the Bygone Dogs played by skeletons. Noooo...

NIGHT TRAP

• SEGA CD, 1992, DIGITAL PICTURES

Dana Plato in jerky 160 x 120, 52-color video. It wasn't just senators who found this offensive. FMV. Be afraid. Be very afraid.

KOLIBRI

• SEGA 32X, SEGA

A hummingbird. Who shoots from his beak. Okay, sure. This ill-defined shooter defined the target market for 32X. I.e., none at all.

MAKE YOUR OWN MUSIC VIDEO W/ C&C MUSIC FACTORY

• SEGA CD, 1992

"Gonna make you sweat." Gonna wear deoderant.

X-PERTS

• GENESIS, 1995, DEEP WATER

One of the last nails in Genesis's coffin. This title was so insipid that Sega didn't even send out review copies to the press. This is the equivalent of Mom not sending your Sears portraits to Grandma. Poor, fuggly little game.

www.DailyRadar.com

Santa's Bag of Swag

SPACE CHANNEL 5 MINI-LUNCHBOX

COMPANY: PALISADES MKTG
PRICE: $5-6

Just the right size for packing away DC games or system cables, these mini-collectibles are tiny, but they're simply must-haves at their very low asking price. Look for 'em in a videogame store near you.

MORE PERIPHERALS

Dream Connection 3-in-1
Level Six ($27.95)

Imagine being able to toot around on your Dreamcast with any sort of peripheral, from PlayStation controllers to PC keyboards to Sega Saturn steering wheels. It's a dream come true, and it's readily available from Level Six. A mini-device with a separate power supply, you simply hook it to your DC, then hook in your peripheral of choice through the Dream Connection. Voila!

Rumble Rod MadCatz ($29.99)

If you can't get your hands on the official fishing reel controller from Sega, MadCatz has a grand alternative in its authentically modeled Rumble Rod. It conveys all of the vibrational oddities of Sega's two stellar fishing titles—if you can find it. It's hot.

Cha Cha Amigo Maracas
Level Six ($57.95)

The price on those official maracas a little too rich for your bargain-hunting blood? Then look no further than Level Six's unofficial maraca controller for all of your *Samba* needs. Level Six claims that they're more accurate than the official ones, but we have yet to see much of a difference. Of course, that's not a bad thing.

Starfire Lightblaster
Interact ($29.99)

There's only one game on Dreamcast that uses the Starfire Lightblaster or any other lightgun (*House of the Dead 2*), but it's well worth the investment if you own the game. Face it, *HOTD2* sucks without a lightgun, and Interact's well-balanced, options-heavy periph is the best choice.

Panther DC
[MadCatz] ($39.99)

For the PC gamer in every Dreamcast FPS fan comes one of the coolest accessories for the system: the Panther DC. With a trackball for movement and a stick (complete with all the necessary buttons) for shooting, firing and general havoc-wreaking, this is your one stop shop/armory for upcoming games like *Half-Life* and *Soldier of Fortune*. With smooth controls, it's a great alternative to the mouse and keyboard.

DC Mouse
Sega ($19.99)

The one and only mouse for Dreamcast, this is a must have for net cruisers and *Quake III* fans. If you already have a keyboard, so much the better—the mouse is part and parcel of the Internet experience. With two-button control along with a wheel and side button to boot, what are you waiting for? Get squeaking!

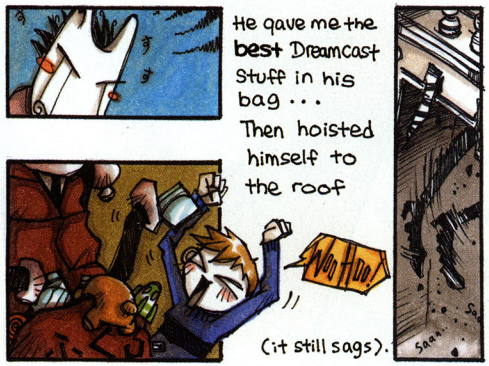
Gameshark CDX
Interact ($49.99)

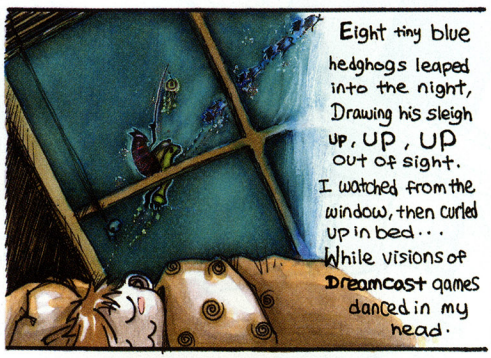
The standard for code junkies is now available to DC owners. Plenty of options and a weird ability to play import games—*tres* cool, indeed. Compatibility issues are always a question, but we haven't had any problems with ours thus far.

MadCatz MC2 Racing Wheel
MadCatz ($59.99)

We accept the MadCatz MC2 Racing Wheel as our lord and savior. The wheel and pedal combination allow for some of the most realistic racing around, and MadCatz has spared no expense with a molded wheel, pro-style shifter, and ultra-responsive foot pedals.

Took the shirt off his back, plus that natty **red** sweater.



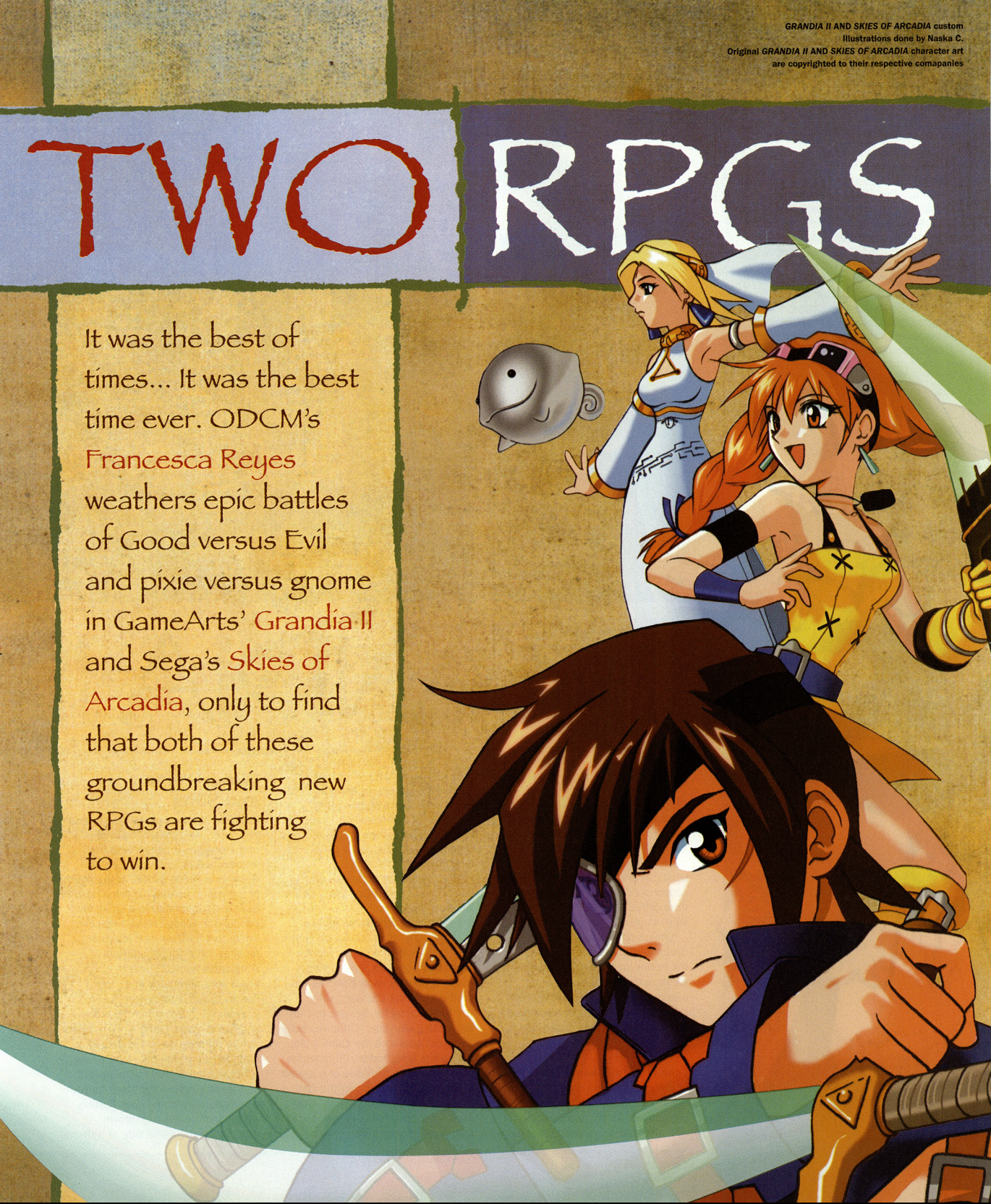


A TALE OF

GRANDIA II AND *SKIES OF ARCADIA* custom illustrations done by Naska C.
Original *GRANDIA II* AND *SKIES OF ARCADIA* character art are copyrighted to their respective comapanies

TWO RPGS

It was the best of times... It was the best time ever. ODCM's Francesca Reyes weathers epic battles of Good versus Evil and pixie versus gnome in GameArts' Grandia II and Sega's Skies of Arcadia, only to find that both of these groundbreaking new RPGs are fighting to win.



Finding a Voice

One of the most praiseworthy choices made during the US localization of *Grandia II* was UbiSoft's decision to go with a proven, name brand quality voice recording team. Rather than employing testers from an internal QA department or drafting handy friends to do the job (like other companies tend to do, more often than not), the company called in dialog diva Kris Zimmerman to add real talent to the task. Known for her work on *Metal Gear Solid* (PS), she contributes a difference you can taste. Spot-on acting is the key to creating a cast of distinct personalities, and it often culls the good games from the great ones.

Environments show amazing attention to detail. Designs for all of the various townspeople, for instance, are heavily textured.

GRANDIA II

Thankfully, someone has been listening.

With the release of Overworks' *Skies of Arcadia* and the impending launch of Game Arts' anxiously awaited *Grandia II*, we're entering what can only be called an enchanted season for Dreamcast owners who like their coffee black and their games long—as in, 40-plus hours long.

While I played, I labored over deciding which of the two titles is the better (mythical) beast. And I came to the conclusion that it was impossible to find two more drastically different—yet traditional—RPGs. How different? Just read on...

Grandia

I can truthfully admit that I'm one of the chumps who never finished the original *Grandia*. I remember waiting patiently for its US release on Saturn, and after being disappointed, I played through more than half of the PlayStation version in earnest. But the weird translation and horrid voice acting couldn't keep me enthralled for the length of the journey—and it was a very long journey.

But I wiped the slate clean once I heard about *Grandia II* on Dreamcast. After all, Game Arts—the company responsible for two of Sega CD's finest moments, *Lunar: The Silver Star* and *Lunar: Eternal Blue*—had big plans, and looked ready to take its know-how into the third dimension, complete with "mature" character designs and an engrossing storyline. (Little was actually revealed about the game's plot during the time that its PR machine was churning out images of a legend in the making, other than the fact that it would be "engrossing." But we filled in the blanks.) Needless to say, I was hooked from the word go.

Wine, Women and Song

***Grandia II* takes place in a brand** new world, far different from that of the original. It begins with the introduction of a mercenary-type Geohound called Ryudo. At the start of the game, he and his avian partner Skye are summoned to a small town deep in the Black Forest, to receive the orders for their next job: they must escort a young, spiritual songstress named Elena to a mysterious ceremony in a nearby tower.

From the first moment, Ryudo and Elena clash. Elena's naïve, pious nature rubs Ryudo—a tough-talking, materialistic young rake—the wrong way. But after Ryudo fulfills his duty and takes Elena to the tower for her ceremony, something goes horribly wrong and the two are thrown together on the same side of a divine

When you have more than one person in your traveling party, they'll trail behind the lead character in a cool conga line. But they don't shout "Conga! Conga!" So stop looking for the monkey.

As per the RPG standard, this game features a diverse cast of characters that must learn to get along in order to complete their individual shopping lists of errands. The main conflict is between street-smart Ryudo and Elena, the fair maiden of Granas.

⚜ GameArts' self-proclaimed "labor of love" arrives at last on US shores, to put a new Dreamcast star on the roleplaying map ⚜

struggle: between the people of Light (like Elena and fellow followers of Lord Granas, the holy deity in the world of *Grandia II*) and the people of Darkness (those who worship the "evil" god, Valmar, whom ancient legends peg as destroyer supreme). The conflict stems from an ancient holy war, which scarred the landscape and created the Great Rift—a gaping crevice that runs the length of the globe. It's a bottomless void, from which no one has ever emerged.

From here on out, *Grandia II* adheres to some of the best tried and true RPG standards in storytelling that fans know and love. Therefore, A) Every character must come to terms with something mysteriously dreadful or painful in his or her past while developing into a much more well-rounded person; B) The entity that the party initially believes to be the "root" of evil (small 'e') is in fact, just a small manifestation of Evil (capital 'E'); C) Big issues in (virtual) life are never cast in black and white; they're merely shades of pixel-pixie gray.

But all RPG fans worth their salt know that even though a game may seem like a By-the-Book RPG™ at first blush, it's the way the subjects are presented that can really make it something special. After all, all books look the same; it's what's inside that counts. And for the most part, *Grandia II* does many of these things right.

The Text is Mightier than the Sword

It's become ever more important in the RPG genre for US publishers to get the localization of text just right. To this end, UbiSoft deserves an 'A' for effort. Every character, including Ryudo, has been given a distinct personality, each with his or her own speech patterns, mannerisms and even dialect. For instance, Mareg, a beast man with a strong affinity for nature, speaks in elaborate phrases which seem more like parables than actual dialog. And Ryudo speaks his mind in the most straightforward speech possible, never mincing words and, at times, using pretty harsh language to demonstrate his point.

But for all the effort and care that's been put into *Grandia II*'s dialog, I couldn't help but feel that once in awhile, something was very much amiss. Conversations between characters occasionally felt disjointed and awkward in their arrangements, which pulled me out of the world and put me in a critiquing sort of mood.

Imagine you're a writer who's given 100 pages of text that aren't arranged in any sort of order. Your job is simply to rewrite whatever's on the page in front of you as it appears, knowing that after you're done, someone else will come in and arrange it in sequence >>

Friend or Foe

Meet your fellow travellers! You're going to be together, hand in glove, for more than 40 hours: so you might as well start getting to know each other.

Ryudo

The motor-mouth hero with a chip on his shoulder bigger than the Shirusen Continent (you'll find out why). He's stuck on Elena, but he'd die before admitting it. Note: Great abs.

Elena

A beautiful but naive Songstress of Granas. Her piety often gets in the way of good relations with Ryudo, but she can't help finding herself attracted to his strong persona. Note: Nice singing voice.

Millennia

A portal of Darkness and servant of Valmar, she's not nearly as evil as she'd like to be. In fact, she's fallen deeply in love with Ryudo and'll do anything to help him. Note: Bra suspended by disbelief.

Mareg

Beastman of honor who joins up with Ryudo to track down the man who nearly destroyed his entire village. He hides a heart of gold under that pelt. Note: Speaks like a Hint Stone reads in *Ecco: DOTF*.

Roan

A young, perky blond on a journey to learn more about the war between Granas and Valmar. Why? Well...we could tell you, but then we'd have to kill you. Note: Lollipop Lane.

Tio

An automaton who has only recently become sentient through an act of kindness by Mareg and Co. She yearns to have emotions and memories like humans do. Note: Awesome hair.

Melfice

A mysterious figure from Ryudo's and Mareg's past, Melfice is out for destruction at all costs. Why? We won't spoil it. But we can say he's one cool villain. Note: Great voice.

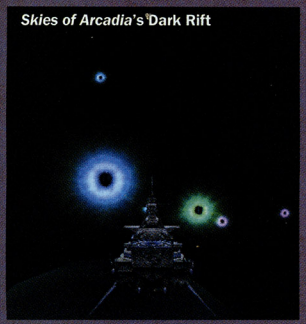
The Rift-off: Great vs. Dark

Welcome to RPG convention #172: The handy abyss "from which no one has ever returned." In *Grandia II*, this *mythical no-man's*-land is hiding out near the Grana Cliffs, and it's called The Great Rift. Billowing fog fills a bottomless canyon that every soul avoids—except for the few who had to go in and disappear in order to make the point that no one gets out.

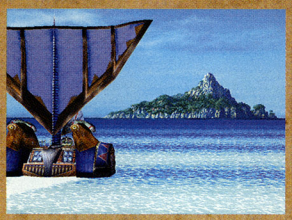
But look out, here comes *Skies of Arcadia* with a rift of its own—refusing to be left out of this battle of crevasses. This one isn't *great* so much as it's *dark*: it's the Dark Rift, marked as a forbidding blotch on the map. It, too, is a menace from which no one has ever returned. [Yawn, cue ominous laugh.]

Is this similarity an oddity or a given? Actually, this whole Rift thing is a convention that tears up the map in most RPGs at around hour No. 30. Which of these fine specimens of Rift is more likely to inspire dread in gamers? ODCM would put money on The Dark Rift. We admit that we're still afraid of the dark.

Grandia II's Great Rift



Skies of Arcadia's Dark Rift



Gameplay variety in *Grandia II* might not include tons of mini-games or side quests, but there's definitely a good amount of flexibility in its customization features for spells and skills.

Grandia II's combat engine forces gamer to

>> by page number. Now, imagine that the title heading all these pages is *Grandia II*. The end result is thorough and concise, but the lack of any real cohesion or 'flow' in the text often causes the context to seem out of whack...if only ever so slightly. And ultimately, the characters do suffer from these visible omissions and sleights of hand.

Ain't Love Grandia?

As surprising as it may seem at the start of the game, the real crux of *Grandia II* isn't about the trouncing of devils by angels or dark by light. Instead, the heart of the storyline is the relationship between Ryudo and Elena—which is hopelessly complicated by the intrusion of Ryudo's second love interest, Millennia. She's a big-busted vassal of Valmar, who forcibly enters Ryudo's life near the start of the game. All three characters are so drastically different from one another that by the tenth hour of the game, you just know something's cooking.

Between Ryudo's sharp tongue, Elena's goodie-two-shoes schoolgirl act and Millennia's brazen sassiness, the underlying current of tension has grown so thick by hour No. 30 that you could cut it with a dull broadsword. And, strangely enough, this is where the getting gets good. Up until this point, I found the pacing of the storyline to be a bit on the slow and steady side: but the rising heat between Ryudo and the girls succeeds in cooking the pace into a brisk simmer almost immediately.

This 'love' triangle was one of the plot nodes in *Grandia II* that felt so genuine that I found myself blazing onwards sometimes simply to discover what happened next. In fact, I could almost do without all of the secondary subplots. Almost.

In this sense, *Grandia II* follows the path of similar RPGs like *Final Fantasy VIII*. Remember that one? Romance, relationships and a rather salty lead character (*FFVIII*'s Squall wasn't the most considerate guy on the block) who comes off like a jerk until the bitter end, when he suddenly gets all moral and *nice*.

Well, Ryudo fits this bill perfectly... and his brutish behavior often leaves you wondering why Elena would be as attracted to him as she is. And though Ryudo is no squeaky clean Ryo Hazuki *(Shenmue)*, he does develop into a kinder, gentler hero (albeit with a trucker's mouth) in the end. It's a turn-around bound to make those RPG-playing ladies swoon.

In the end, *Grandia II*'s storytelling machine is strong enough to take you through this change of heart without embarrassing you or forcing you to smack your forehead and moan "Aaaggghhhh." The text is sometimes clumsily delivered, and it may provoke questions like "Why is he saying that?" or "What made her/him do that?" or simply "Huh?", but it's generally clever enough to convey emotional realism. Fans will be enthralled—if not for the love story then for the divine conflict. Oh, and a kick-ass battle system doesn't hurt, either.

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Dungeon designs in this sequel are vastly improved over the original's straightforward layouts. Mazes feature interactive elements like simple puzzles, which must be solved in order to progress. There are also traps and secret passages, which combine to give a rich feel todungeons.

use real strategy and innovation in battle.

Battle Royale

Beyond its characters, the original *Grandia* was lauded for its superb battle system. Why? Simply because it was so unlike any other traditional RPG's combat engine: it forced gamers to use real strategy, planning and preparation. And while some of the conventions introduced in the first game have been modified for the sequel, it's still as fresh and fun as ever. Really.

First off, there are no random battles. I'll say it again: No. Random. Battles. Instead, your enemies are visible onscreen, and you'll have to sneak up on them or prevent them from sneaking up on you in order to gain advantage in battle, much as in the *Evolution* series.

Second, combat itself is a finely tuned machine, which uses a combination of 'realtime' (I use the term loosely) and turnbased action, in that movement is dictated by a battle meter on the screen. Depending on your action (whether you're casting a difficult spell or hacking away), your character's speed on the meter will zip or crawl before the command is executed. Meanwhile, your enemies are constrained by the same clock. The meter also tells you which character an enemy plans to hit when he attacks once its action has been entered by the game—as well as its hit points and chances of dropping an item. The level of interaction and information is so amazingly thorough and complete that it gives you a great base for plotting effective counterattacks and commands.

And this brings us to the different options available in combat. You can choose to cast spells, perform combo attacks (for higher damage) or Critical hits, which will effectively cancel or counter enemy moves. The result is an addictive battle system that makes the repetitive task of fighting strange monsters an enjoyable treat. I can state with confidence that *Grandia II*'s battle system is not only the game's strongest suit, but one of the strongest and most inventive ever designed for an RPG.

Have You Ever Been Experienced?

At the end of a battle well fought, your reward lies not only in gold or items, but in Special Coins or Magic Coins. Distributed amongst any of your party members, they'll give characters different abilities, plus the skill to power them up and make them quicker to execute. This is a massive improvement in customization over the original *Grandia*. Because the majority of them can be equipped, it's up to you as to who would be the better healer or spell caster in your party. And if you think this sounds sweet, it's even sweeter in action.

If you're like me, you're a compulsive collector. You'll more than likely find yourself scrambling around forests and dungeons trying to beef up your Special and Magic Coins in order to unlock each and every spell and skill in order to see what they look like and how much damage they deal >>

Spell Trouble

With *Grandia II*'s unique battle system, you'll need to get to know your spells and skills—they will usually dictate the tide of every fight. Some of the effects are amazingly crisp; just try highlighting Ryudo's plethora of sword-savvy moves (Purple Lightning) or Elena's holy destruction (White Apocalypse). But the use of pre-rendered effects for some of the big spells can sometimes seem a little off-kilter when set against a fully polygonal set of characters and enemies.

In the end, the visual result falls squarely into the Love it or Hate it category. I thought that there was some unique flair added to the look of battles; giving an oldskool flavor to a next generation game. But at times, I have to admit that some of the effects were a little strange—they seemed to suffer from an odd lapse in design logic. When Millennia uses her Fallen Wings skill, for example, she is replaced by a quick 2D animated simulcrum that casts the actual blow. Why? We don't know. But it's cool.

O.G. (Original Grandia)

FYI: when the original *Grandia* debuted on Saturn in Japan in '97, it met with overwhelming success and spawned fan discs and other related media. Encompassing the adventures of a young wannabe adventurer named Justin and his childhood friend Sue, the game spanned two discs and was subsequently ported to PlayStation in the US and Japan.

Dream Game Award
Official Sega Dreamcast Magazine

***Grandia II* does so many things right that it's easy to overlook any minor errors. Interesting dungeon designs, good voice acting and an involving storyline will more than make up for an oft-slow-paced plot and some overly basic gameplay elements. Visually, it's impressive to say the least; tongues of fire, shadows and fabrics in costumes are realistic enough to inspire awe. This truly is one of the grandest RPGs of the season on any system.**

Keeping a gamer's interest after battle #2240 is quite a feat

>> in battle. Keeping the gamer's interest after battle #2240 is quite a feat for any RPG to accomplish, and *Grandia II* does it splendidly.

Good Looks

So what about the way it looks? Take a gander at these screens, and you'll see one of the best-looking new games out there—with polygonal characters strolling through completely 3D environments and tiny details in every nook and cranny rendered with complicated textures and vibrant colors. This is one of those titles that makes you wonder how long it's going to take the world at large to realize that videogames have clearly turned into an art form. The superdeformed characters are wonderfully drawn, right down to Ryudo's boot buckles and the eyelet in Millennia's lacy skirt. Visually, *Grandia II* was clearly born into a loving family of innovative designers, whose multi-layered creation could never be realized without the power of Dreamcast.

The most amazing thing about *Grandia II*'s graphics and character designs is how much they look like 3D representations of their 2D brethren. The cute, superdeformed figures trotting across lush, colorful fields are the closest things to angels in pixie heaven that oldskool RPG fans will ever see. And it's impressive that the highly detailed character models still retain as many animations in their 3D forms as they would have as 2D hand drawn sprites. So dreamy! While some players may not take to *Grandia II*'s cutesy visuals, there's no denying that this is one very beautiful game.

The Last Word?

So, should you spend the $50 or not? In a word: yes. While the storyline may seem overly straightforward and the layout of the game is, at times, too linear, *Grandia II*'s stellar battle system, customizations and memorable cast cannot be beat with any sort of stick. You'd think that with a lineup of the usual suspects in your party (swordsman hero, healing priestess, powerful beastman, etc.), the game would quickly turn into another RPG-by-numbers affair—but UbiSoft's efforts in the localization and voice recording department, along with Game Arts' ingenious designs, will succeed in pleasing a multitude of anxious fans. Is it worth the long wait? Definitely.

Official Magazine Dreamcast

PUBLISHER UBISOFT **DEVELOPER** GAMEARTS
GENRE RPG **ORIGIN** JAPAN **PLAYERS** 1 **VMU COUNT** 9+ **ONLINE** NO **ESRB** T **PRICE** $49.99

GRAPHICS 9
Gorgeously detailed; weird pre-rendered spell effects

SOUND 10
Great soundtrack, excellent voice acting

CONTROL 9
Camera very responsive with a brilliant battle system in place

GAMEPLAY 9
Slow-building but rewarding adventure with loads of character customization and charm

Score: 9

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album produced by terry date and limp bizkit > additional production by josh abraham
> additional production by scott weiland > mixed by andy wallace
> executive producer and a&r jordan schur

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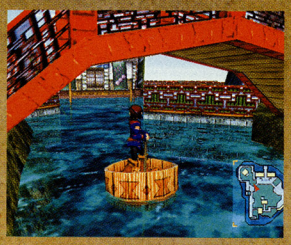
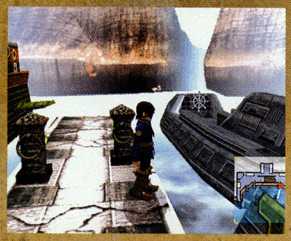
Setting Sail

With its unique character designs, refreshingly different premise and imaginative gameplay elements, *Skies of Arcadia* takes roleplaying into a whole different era. Freedom to roam, along with the constant sense of discovery is reinforced by Old World nuances, giving the game a wonderful feel of departure from the norm.

As demonstrated in the screenshots below, the variety in environments is astounding in *Skies of Arcadia*. Every single new land that Vyse and his crew discover is staggeringly different from the last; it's always surprising that a whole GD-ROM isn't dedicated to all the different towns and dungeons. From the Western flavor of some of the smaller continents to the European accents of the Valua capital to the Arabian-esque mystique of the desert cities, it's obvious that a historic amount of care went into every single detail.





SKIES OF

Heralded as the RPG to best Panzer Dragoon Saga,

In the beginning...

As one of the long running projects being developed by Overworks, one of the Sega's inhouse development teams, *Skies of Arcadia* has perpetually played the underdog to GameArts' *Grandia II*. Why? Well, it seems that Japanese gamers love their sequels—and when that sequel happens to be the follow up to one of the most beloved RPGs, well then, somebody's got to play second fiddle. This is especially true for Dreamcast, which has received very little in the way of support as far as RPGs go.

Yet despite the looming presence of *Grandia*, *Skies of Arcadia* manages to come out swinging with such a fresh and unique feel that I can't help but suspect that the team behind it would be great to invite over for dinner: these folks love games. From the character designs to the dungeon layouts to the level of detail in gameplay, *Skies* is one of the most well thought out and strikingly original RPGs for the traditional set—and it's a Dreamcast exclusive. But having a precedent-setting title doesn't mean that it's all fruit punch and pixie-pink roses. Instead, there's always a compromise to be made somewhere down the line...and *Skies* does have its share of flaws.

Captain, My Captain

I was going to start off this paragraph with the statement: "If I had a dime for everytime a RPG took place in some quasi-futuristic medieval-esque world...", but I won't. Instead, I'll simply begin by introducing you to Arcadia: a world completly different from any other RPG world, dotted by islands of varying size that float not in massive oceans of water, but in seas of wind, fog and clouds.

The only way you can travel between islands is to sail in fantastic ships that resemble the Santa Maria more than the Starship Enterprise. This detail gives *Skies* an original twist, placing the characters and the entire feel of the game squarely in the Age of Discovery, rather than in the usual generic far-past/far-future era.

Enter Vyse, a young, adventurous Blue Pirate who travels the skies with his father's crew, the Blue Rogues, and dreams of one day having his own ship. But don't be fooled by the

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ARCADIA

Sega's Skies of Arcadia finally flies home to the US

eye-patches and skull and crossbones; those who call themselves Blue Pirates aren't the sort of swashbuckling air raiders that make women padlock their pantaloons in panic and send children and deckhands scurrying belowdecks the moment they appear on the horizon.

Instead, the Blue Pirates play the role of airborn Robin Hoods, spending their days seeking out unclaimed treasure, exploring new lands, and beating everyone who preys upon the innocent or exploits the less fortunate to a snot-slinging pulp. And Vyse, along with his childhood friend, Aika, are shining examples of this ideal; willing to stick their necks out to help someone in need, while robbing the enemy blind to teach them a lesson.

During a routine trip for the Blue Rogues, Vyse and his father Dyne stumble across an Empire ship firing upon a smaller, unarmed vessel carrying an unconscious young woman. In a particularly intrepid mood, the Rogues close in to rescue the girl and fight off her attackers. After the fight is through, the crew lands back at their base of operations with the mysterious young woman safely in their care. And soon after, Vyse and Aika's lives begin to change dramatically.

Character Study

One of the striking features that never seems to wear thin in *Arcadia* is the amazing strength of its characters; equal credit must go to the superb localization of the game's dialog (kudos to Sega for not cheaping out) and to the amazingly expressive facial expressions of each and every single character. After playing through so many badly translated games across every gaming system (N64 and PlayStation included), it was a singular wonder to be reading such descriptive and concise text outlining everything from a simple signpost to how Aika feels about the weather. And it manages to convey tons of emotion without ever getting excessively wordy, surprisingly.

The dialog between all of the characters has a singular feel, with an incredible amount of attention being given to the natural flow of conversation. It may not win any prizes for literary merit the way, say, *Vagrant Story* would have, >>

Arcadia's Most Wanted

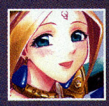
Meet the mugs behind the flag, lest you end up on the wrong end of the...um, eyepatch. Okay, scratch that.

Vyse

Young, feisty and packing enough courage to save the world from doom, Vyse dreams of one day having a ship and crew to call his own. Nicknamed "Handsome," he's brave, loyal and still single.

Aika

Quick to the punch and constantly thinking about money, Aika does have a caring soul that may be hard to notice at first beneath her wacky exterior. Count on her to be fast on the draw and loyal to the end.



Fina

The mysterious stranger with an even more mysterious mission, Fina is more reserved than Aika, but she yearns to learn more about the world. With Cupil as her companion, she's the party's most powerful magic user.

Drachma

A salty man of the skies, Drachma hides a deep wound that forces him to forever chase down the dangerous arcwhale named Rhankam. He's a powerful ally along with his ship, the Little Jack.

Gilder

The free spirited ladies' man, Gilder cruises the open skies looking for "the good life", which roughly translates into: women, women, and more women.

Belleza

One of the much feared Valua Admirals, Belleza's strength lies in her cunning more than physical force. She uses tricks and schemes to get the upper hand in a fight, but she's not evil. Instead, she's loyal to the wrong master, but will she realize this before it's too late?

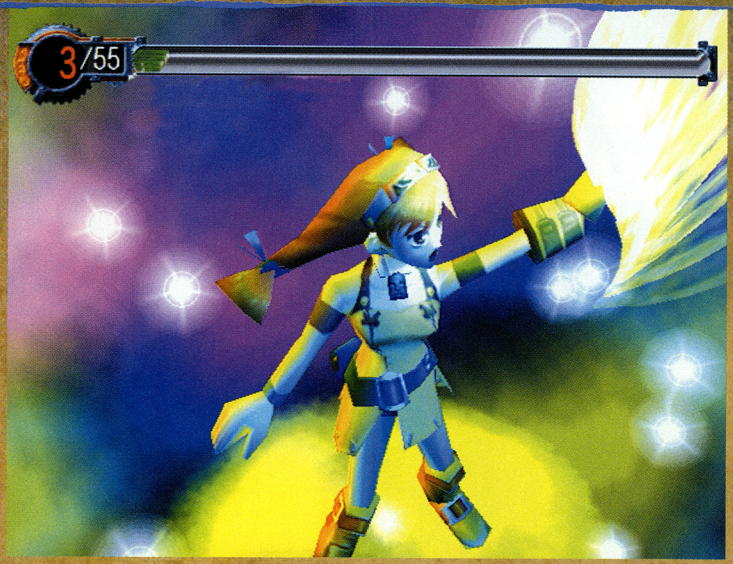
Treasure Map

When you begin your adventure, you can access an old fashioned pirate's world map via the Start Button when traveling through the skies. As you reach new areas of the map, not only does it get bigger, but more of it is revealed to you. Therefore, at the start, you'll have nothing but one marked island and some sky, and at the end of the game, you'll have a fully illustrated map with every location marked. This is crucial to keep track of where you've been and what areas of the world you have yet to explore. So, make like Columbus or some more politically correct explorer (oh, wait—there are none) and get discoverin', pirate!

Carro (Grandia II) Vs Cupil (Skies of Arcadia)

There are two different types of RPG pets: the ones that simply look cute or the ones that look cute and kick ass. Perfect example of the former is Carro, the squeaky squirrel-type creature who lurks in dark caves and loves to feed on Poff Nuts. If Ryudo finds enough Poff Nuts and feeds them to Carro, it will do a little dance, then attach itself to him, acting like a light to illuminate dark corridors. But not much else.

Cupil, on the other hand, is Fina's weird PacMan-like morphing sidekick in *Skies*. Though Cupil starts off as nothing but a weakling, depending on how many Chams you feed it, it can transform into more destructive forms ranging from a Star to a Claymore and beyond. Hence, our gold's on Cupil in a fight. Sorry, Carro



It's the little things in *Skies* that make it all seem so amazing. From the spectacular special skills that can be performed in battle *(above left)* to the fact that you can see Vyse's breath in the Ice Ruins *(above)*, there are so many little touches that it's easy to become immersed in the world of Arcadia. The Overworks team has also taken great pains to vary up what the townspeople say and how often they change their lines. The result is an incredibly interesting world.

The sense of freedom while sailing the

>> deepens the involvement I had with each of the characters and their independent struggles throughout the game. Only occasionally did I notice a hiccup during an interaction.

And it certainly doesn't hurt that each and every one of the main characters (Aika, Vyse, Fina) in the game is so darned likeable, even to a fault. Vyse, the heroic young warrior, really is the kind of guy you'd turn to in a pinch. Strong, noble and caring, his bond with both the spunky Aika and the quiet, demure Fina feels genuine and never falters. And through all the troubles and tangles that they inevitably get into to, they stick together no matter what. As hokey as it sounds, I loved every bit of their cameraderie.

But not everything's cheery in Arcadia. Things are swiftly changing in the political atmosphere—something dark is going on within the skies of Valua, a nearby country along the northern border of the Blue Rogues' base in the MidOcean. Valua is after Fina for an undisclosed reason, therefore Vyse and Aika pledge to keep her from harm: but from the moment she's safely in the Blue Rogues' hands, things begin to go horribly wrong. The lives of many innocent people are suddenly and mysteriously on the line. And what's a self-respecting pirate with integrity to do in these circumstances? There's no choice but to set sail into the sky and find a way to stop the badness!

Along the way, Vyse, Fina and Aika meet up with all sorts of curious folk, some friendly and some not so friendly. But be they friend or foe, every single recurring character in the game is given a well-rounded and somewhat complex personality. Overworks, the development team, wasn't content with making any of the characters one-dimensional, and this concern shows in the storyline with its various plot twists and intertwined interactions. And while many of the cast do fall into certain RPG stereotypes (i.e., the noble hero, the wispy spell caster, the slow, but powerful brute) each is given such rich personalities and back stories that you almost don't even notice.

I was particularly impressed with the character of Belleza, one of the Valua Armada Generals. Though she's fighting for the opposing side, she does so with honor and with complete faith in her queen. Her motivation is not blind zealousness; she simply loves her country—along with the handsome general who's commanding the troops.

But while the storyline and characters remain *Skies*' strongest features, they might not satisfy all your cravings or scratch all your itches. Seasoned roleplayers know how postively great it can be to wield a sword or a blade as a bad-assed mercenary stranger who blows into town and kicks heiney without adhering to any sort of honor code (a la Ryudo in *Grandia II*). It's equally fun to watch this kind of guy grow into a respectable warrior, fighting for what he believes in and for what is Good. In *Skies*, Vyse is so incredibly likeable and endearing right off the bat, that it's difficult to truly identify with him in any other context. Still, this is merely a very teensy, weensy quibble in *Skies*' otherwise amazingly assembled cast.

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skies is overwhelming and exhilarating

Freedom

If you've ever played an RPG before, you know the drill: walk around the world map and cruise around for half of the game and you'll eventually receive a ship. Then, when you near the final dungeon, you'll be granted an upgrade: an airship. Now, imagine starting off with an airship! Cool, huh? No slogging through dungeons and fighting with bosses just so you can bop around the map with ease.

Instead, there are other conventions in place to ensure that you can't access the entire world map (like air rifts and stone reefs) at once, as well as random battles to be fought ship-to-ship and hand-to-hand on your ship's deck. Nevertheless, the sense of immediate freedom is simultaneously overwhelming and exhilarating.

With a massive world map to explore and so many things to see and do, you'll find yourself spending just as much time progressing through the storyline as in seeking out new Discoveries (see **boxout**) and filling in the game map (see boxout). But wandering the open air also leads to random and not so random battles against weird creatures, as well as the dreaded Black Pirates. Yes, Black Pirates. Y'see, not every pirate in Arcadia feels obliged to devote his energies to good. And if Vyse runs into them, it's a fight for sure. While random stock battles are fought in character on the deck of your ship, fighting against rival pirates means pulling out the big cannons for some serious air combat.

Fight, Fight, Fight

It's always been a bit up in the air as to how the ship battles in *Skies* would be handled. Would they be turn-based? Would they happen regularly when you're steering your ship? Or are they relegated to special events? It turns out that the answer is all of the above, to some degree. It all depends on where you and your enemies are, and what you're doing.

If you're strolling around a dungeon on foot, it's a given that you'll be fighting the good fight with your fists. But if you're up in the air, there's a chance that you may run into another ship or a creature so big that neither Vyse's swords nor Aika's boomerangs can help you.

When this happens, you'll open a new screen which allows you to enter specific commands, for using magic (altered spells to suit the situations), healing (with repair kits) or different types of cannon attacks. In order to pull off some of the more spectacular attacks with equip-able cannons or your stationary main cannon, you'll need the right amount of Spirit Points (SP) and to find the option to do so on the command grid. The command grid is your best way to gauge the most opportune times to do the most damage to your enemy in a given round, or when it's best to guard against an impending special counter-attack. Though it's turnbased to the nth degree, the command grid forces you to plan your attacks accordingly and employ some good old fashioned strategic thinking. >>

Discovery Channel

Remember that you're flying around in the Age of Discovery. With this in mind, you'll no doubt thrill at the chance to make all sorts of wacky discoveries throughout your adventure. These "discoveries" can be made anywhere on the game map and pop up if you're in the

right place by pressing the A button. Your discoveries will be logged in your Journal under Discoveries and with over 40 entries to fill, you'll be busy seeing if you can get 'em all.

You should also be warned that a fellow treasure hunter by the name of Domingo is also on the lookout for new things to discover and if you beat him out, you'll be able to sell your Discovery information for a pretty profit. If you get beat to the punch, expect only pocket change. How clever and cool is that?

Rank and File

One of the coolest features in *Skies of Arcadia* undoubtedly has to be Vyse's upgradeable ranking. On the menu screen, Vyse has a "title" that changes from time to time, depending on how you handle yourself in battle and when making tough decisions during your journey. See, a man of honor and integrity is measured by the choices he makes, right? Listen for a chime when choosing from multiple choices in a conversation. A chime means you've made the right decision. Any other sound means you're demoted, peasant.

Eternal Otaku

10/05/00: It is Thursday morning, and OCDM are standing outside the LAOX game store here in Akihabara to witness *Eternal Arcadia*'s first few moments on the world stage. It's 10:45am (15 minutes before three members of the game's creative team turn up to greet the anxious RPG otaku) and there's already a line of fans forming outside the store. Everyone's clutching a LAOX bag containing the limited edition box set of the game but we've had to make do with the @barai (Internet trial) version which looks sadly pathetic in its DVD-like casing alongside its considerably more illustrious big brother. Under the card slipcover, the limited edition is housed in an ornate-looking brown box that opens up like an old book and is printed to look like some dusty ancient tome. Inside, is the game itself (on two discs), an art book, a skull bracelet, a blue sky pirate bandana, a 'mascot strap' (for a cellphone) and three little game mascots.

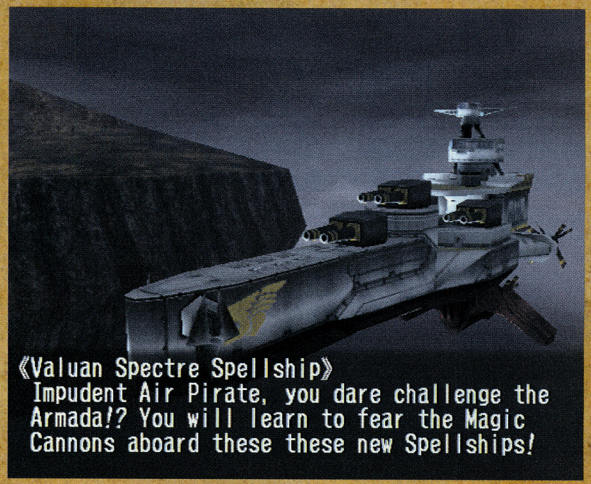
Best of all, though, and the reason for our little outing this morning, is the opportunity to have your limited editon signed by the people who made the game. By 10:50, the store has sold its supply of 50 boxes and a quick count confirms that everyone who bought it is standing in line waiting to meet their idols. AT 11am, producer Kodama-san, Hoshi-san and Ohba-san duly troop up to a table set outside the store entrance and prepare their writing quills. As well as having the team write 'thank you!' on their game boxes, the lucky few also get a bonus *Eternal Arcadia* poster and commemorative bag.

Skipping off work to collect his copy and get it signed is Sugawara-san, standing next to us in the line and now the victim of a quick Gestapo-like questioning. Serves him right for being ahead of us:

Q. How come you're here on a Thursday morning to get your game signed? Are you a student?
A. No, I got the morning off work! I don't have to go back in until after lunch.
Q. Did you reserve your copy?
A. Yes, about a week ago, although I see they're still selling them this morning.
Q. Yeah, but they've just sold out.
A. Really? Yokatta! (this means he's delighted he made the reservation and managed to get a copy).
Q. (Sugawara-san looks a bit worried) What's up?
A. I'm really nervous!
Q. What, to go and get your game signed?
A. Yes! I love their games. Sega games are great.
Q. Any recent favorites?
A. Grandia II. I've finished it, though. I love RPGs.
Q. Are you going to talk to them (the Eternal Arcadia team)?
A. I don't think so! I'm too nervous! (He did though, and they were very friendly to him!)

Sugawara-san (above) and a load full of other fans get happy with *Skies*

The extremes between the different locales in *Skies* shows that plenty of thought went into each of the games' different lands. From the leafy tree tops of Horteku (top left) to the dusty sands in Maramba (top right), the level of design in each village is stunning enough to forgive how small each town actually is. The cool thing is that there so much to see and do on your first run through each new land that you'll be well occupied.



Once I fell head over heels

>>The sense of scale in certain ship battles is also incredibly amazing to see in action. The moment you enter a fight with a creature that also serves as a weapon of mass destruction (we can't give it all away, now, can we?), then you know you're in for a long, hard battle. While I wish that there was some way to control the actual movement of ships on the screen during a fight, the ship battles often almost seemed like chess matches with firepower. They aren't as grandiose as the glorious airfights in *Panzer Dragoon Saga*, but there is something very similar in feel between the two.

Apart from the ship battles, you'll also have to fight hand-to-hand. Turn-based, but using a somewhat clever magic system and SP meter to nearly replace the need for magic points, the combat in Arcadia is very basic.

All characters are able to learn the same basic spells, such as healing and various elemental attacks through a system of Moon Stones. Once you stumble across one of the colored Moon Stones, you'll be able to change your weapon to that specific color on the fly in battle by pressing the Y button. Doing so will not only affect your enemy differently, depending on its weakness, but you'll also beef up that specific Moon Stone's magic category.

For example, you have a Green Moon Stone and a Purple Moon Stone. You stumble across some creatures in combat possessing Red Moon Stone elements. If your weapon is green, then you can press the Y button to switch it to purple which will do more damage to red creatures. At the end of the battle, you'll gain points towards your Purple Moon Stone, thus giving you a chance to gain more Ice Elemental spells. The system keeps you sharp and eager to learn.

You can also learn unique skills for each character by collecting smaller Moonstones. You can distribute these items to whichever character you choose, in order to access some very

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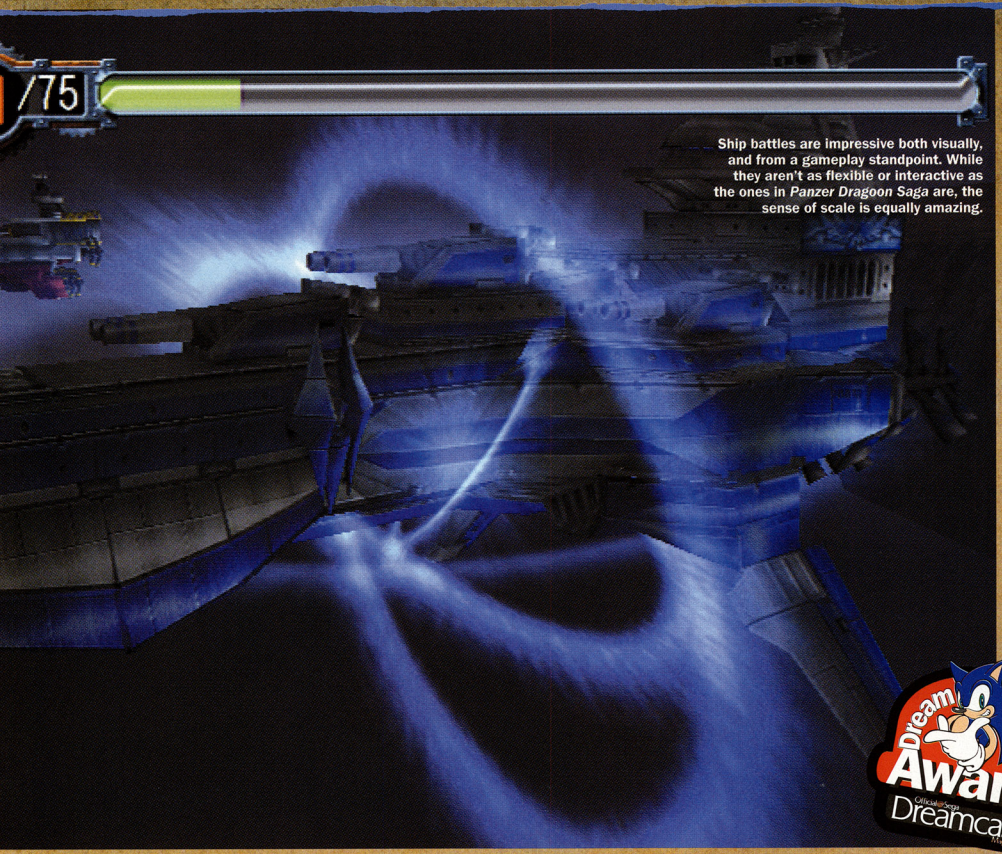
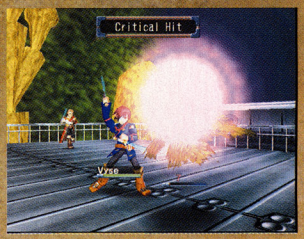
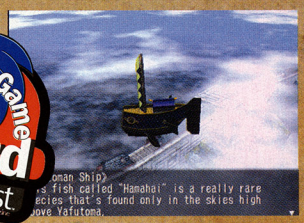


Ship battles are impressive both visually, and from a gameplay standpoint. While they aren't as flexible or interactive as the ones in *Panzer Dragoon Saga* are, the sense of scale is equally amazing.

As you near the final confrontation in *Skies*, you'd be missing out if you didn't spend enough time cruising through the world to pick up on the many secrets and whatnot hidden through the game.





Dream Game Award
Official Sega Dreamcast Magazine

into Skies' plot, I never looked back , even for a minute

cool specials which are crucial for tough fights later on in the game.

While the elemental system is clever and the skills interesting, the encounter rate when flying through the open skies or tooling around the dungeons is so high that you'll find yourself tiring of it rather quickly. It also doesn't help that the pace of battle can sometimes feel very slow. This is probably *Skies*' weakest aspect, especially when compared to the amazing battle system in *Grandia II*. But nonetheless, I found the adventure so compelling that it wasn't difficult to overlook the problems. Still, I couldn't help but wish for something a bit more inspired. Battle is, after all, where most fans will spend the bulk of their time.

Building Castles in the Air

I would be doing a disservice to readers if I failed to mention the overall pace of *Skies*. Up until a certain point in the game, I found it to be a bit slow. It never quite plodded, per se—but it wasn't exactly wham-bam-thank you-ma'am, either. But (and it's a big "but") *something* happened several hours into playing that changed the whole game and drew me in for the long run. Though that point will differ from player to player, it's guaranteed that there'll be an event that grabs you, keeping you enthralled for the duration of *Skies*.

And this is what impressed me about *Skies*. Once I fell head over heels into the plot, I never quite looked back. I wanted to play nonstop and discover everything that the game had to offer. And what it has to offer is nothing short of amazing in terms of depth.

As the game goes on, Vyse will be charged with assembling a whole new crew of characters to help build a fort and base. And much like Konami's *Suikoden I & II* on PlayStation, these characters are found in various places and occupations. But what separates *Skies* from *Suikoden* is the effect these character will have on your ship, as well as on your fort. I certainly don't want to ruin the surprises that you're in for thanks to this option, so I'll leave it at this: never underestimate the power of sub-quests to involve you in a game—and fast.

The Final Chapter

I haven't even touched on the marvelous graphics in *Skies!* But rest assured that everything from the special effects to the character models to the facial expressions all serve to impress. Everything simply screams high production value, and it does nothing but enhance an already strong story played out by great characters. If no other RPG (besides *Grandia II*, of course) was released for Dreamcast, its legacy would still be complete with *Skies of Arcadia*. Go out and experience it now. It'd be criminal to miss out on the ride.

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** OVERWORKS **GENRE** RPG **ORIGIN** JAPAN **PLAYERS** 1 **VMU PAGES** 29+178 MINIGAME **PERIPHERALS** VMU, MODEM **ONLINE** YES **ESRB** T **PRICE** $49.99

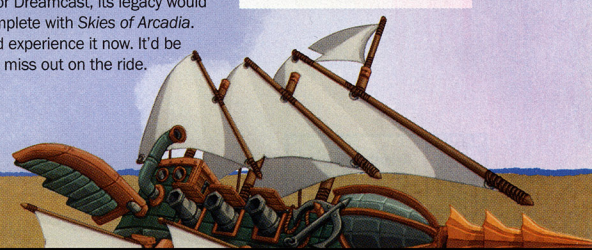
GRAPHICS 10
Filled with yummy textures and expressive characters

SOUND 10
Minimal vocal tracks and unique BGM

CONTROL 9
Ships feel a little slow; some delayed response

GAMEPLAY 10
Classic gameplay with new, innovative twists

Score: 10



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TAKING HELL TO THE NEXT LEVEL.

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MATURE M CONTENT RATED BY ESRB

Animated Blood
Animated Violence

Dreamcast™

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TODD McFARLANE ENTERTAINMENT
SPAWN.COM

"The true essence of all that is Spawn." –Gameweek

–Todd McFarlane's blockbuster comic book characters come to life on Sega Dreamcast

–Compete in the four-player simultaneous Battle Royal mode

–Includes the original Arcade Mode and tournament style Dreamcast Mode

–All your favorite characters from the Spawn series are faithfully recreated in the ultimate death match challenge

Arc Systems' only real (albeit amazing) 2D fighter—*Guilty Gear* on PlayStation—might not be a title that readily pops into fighting fans' heads as fantastic...but hardcore virtual scrappers revere it for its innovative gameplay and charismatic characters. If you have a PlayStation (or bleem! for DC: here's hoping), check it out. It does rock.

Guilty Gear X

If fighting games were humans, we do dare say that *Guilty Gear X* would be a god among men

Since its inception, Sega's system has been a sanctuary for 2D fighting games. With its Herculean pixel-pushing prowess, the Dreamcast has finally allowed developers to deliver on their previously unfulfilled promise of pixel-perfect arcade conversions—with all of the extraordinary speed, color and animation of their coin-op counterparts. Unsurprisingly, it has been Capcom who has spearheaded this effort, with more than a half-dozen such titles gracing the console. Now, a new contender is set to enter the fray—and believe it or not, it might just raise the already oh-so-high bar in 2D fighting.

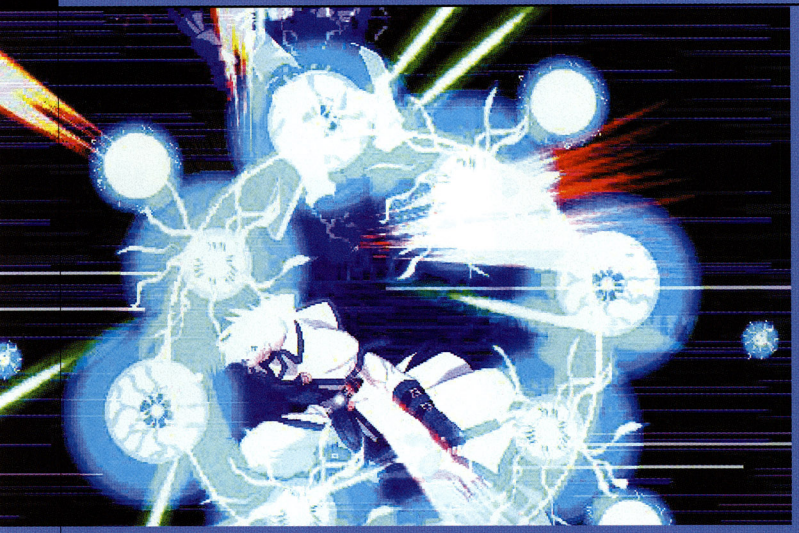
One of the most beloved-yet-under-appreciated videogames in recent memory, the original *Guilty Gear* (which came home on PlayStation) defined itself with its well-balanced gameplay, wonderful art design and extremely tight control. This sequel takes this solid foundation and brings it to the next level, retaining the original's spectacular gameplay and combining it with a look and feel entirely its own—one which simply screams *next millennium*.

Lickety slick

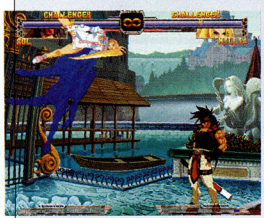
REGARD THE TONGUE sticking out in this picture: this is exactly what our tongues look like right now, as we wait for the debut of these 640x480 pixel beauties. Trust us, the 2D folks in this game are prettier than your 3D girlfriend (don't tell her that, if you want to keep her). We predict that you'll be hard-pressed to find a fighter to equal GGX when it releases.

And not only does *GGX* make beautiful use of the 2D characters-atop-3D backgrounds technique first employed in *Marvel vs. Capcom 2*, but it actually does something that no 2D fighting game has ever managed to do before—it uses high-resolution 640x480 characters. While this might not sound like a big deal, trust us—it makes all the difference in the world. If you're a fan of hand-illustrated, manga-style characters, you simply must see these massive,

"The high-res fighters in *GGX* will impress the most jaded of gamers" EVAN SHAMOON



This is a towering inferno of spine-tingling, lip-smacking, eye-gouging 2D goodness. Especially if you've got a VGA monitor, it's like having an honest-to-goodness arcade machine in your home. *Dropdeadline Newsflash: Dina just announced that she has sprained her lifestyle.*



What can't be seen in these captures are the gobs of animation being thrown around the screen. *Dropdeadline Newsflash: "I think we're doin' a magazine, now!" says Dave, three days before our Someone Gets Fired deadline.*

well-animated sprites (14 of which are available at the game's start) dash around the screen at lightspeed. And no more rough edges or blocky pixelation—these high-res fighters will impress even the most jaded gamers.

***Guilty Gear X* also manages** to distinguish itself from the pack with its original, purposeful fighting systems—of which the most notable is the Tension Gauge. Essentially, this is a meter at the bottom of the screen which is filled by the character moving forward or performing attacks. When the meter is full, the character will have access to an assortment of powerful attacks. This serves as a clear incentive for players to be aggressive in their fighting styles, and prevents matches from settling into defensive blockfests. It's a novel idea, and one which will have a huge effect on the style and pacing of each battle.

Recently demonstrated in front of a ravenous crowd at this Fall's Tokyo Game Show, *Guilty Gear X* has already solidified its place as a system-selling game in Japan. While it is entering into an extremely crowded niche genre—which is even more extremely crowded on Dreamcast—*Guilty Gear X* promises to stand on its own two feet (more than that, if you count all the characters) as a spectacular game. So until we get our hands on the import, we're all about drooling.

EVAN SHAMOON

Official Magazine Dreamcast

PUBLISHER SAMMY [JAPAN] TBA [US] **DEV** ARC SYSTEM WORKS **GENRE** FIGHTER **ORIGIN** JAPAN **PLAYERS** 1-2 **RELEASE DATE** DEC [JAPAN] TBA [US]

PLUSES [+]
Best high-res 2D graphics we've ever seen: with intriguing new fighting systems

MINUSES [-]
If you don't dig on 2D fighters, you probably won't dig on this

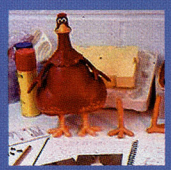
BOTTOM LINE [_]
Bigger, better, faster, prettier and more original than any 2D fighter we've seen. We'd put it in a pipe and smoke it

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

GUILTY GEAR X/60 Fighting fans everywhere rejoice
COASTER WORKS/62 If you build it, they will come
RE3: NEMESIS/63 The Master of Unlocking™ returns!
SOUL REAVER 2/64 Raziel and Co. prepare to reave again
CHICKEN RUN/66 License done right? You be the judge
EVIL DEAD: HAIL TO THE KING/73 Hail to Sam Raini
SONIC SHUFFLE/74 More mascot madness from Sega
BANG!: GUNSHIP ELITE/74 In space, noone can hear
CHARGE'N BLAST/76 Arcade shooters return to Dreamcast
BANGAI-O/77 Treasure gears up for another shootin' classic
IRON ACES/77 How blue is the wild blue yonder?



At least apples and oranges are both fruit: The world doesn't get any more diverse than *Sonic Shuffle* (page 74) and *Chicken Run* (page 66).

INCOMING!

All Dreamcast, all the time: planned releases for 2000 and beyond

102 Dalmations Rescue Adventure	Nov	**Test Drive LeMans** Racing	Dec
Army Men: Sarge's Heroes Strategy	Nov	**Xtreme Sports** Sports	Dec
Bang! Gunship Elite Shooter	Nov	**Austin Powers: Mojo Rally** Racing	Q4
Capcom Vs. SNK Fighting	Nov	**Dark Angel** Action	Q4
Championship Surfer Sports	Nov	**IHRA Drag Racing** Racing	Q4
Chicken Run Action	Nov	**World's Deadl. Pol. Chases** Driving	Q4
Dave Mirra Freestyle BMX Sports	Nov	**Star Wars Super Bombad** Racing	Q4
Deer Avenger Shooter	Nov	**Urban Chaos** Action	Q4
Dino Crisis Action	Nov	**Unreal Tournament** FPS	Jan
E.O.S. Action	Nov	**Armada II** Shooter/RPG	Jan
ECW Anarchy Rulz Wrestling	Nov	**Cannon Spike** Action/Shooter	Jan
Heroes of Might & Magic 3 RPG	Nov	**Daytona: Network Racing** Racing	Jan
Hoyle Casino Games Casino	Nov	**Gunbird 2** Shooter	Jan
Kao the Kangaroo Platformer	Nov	**Phantasy Star Online** Online RPG	Jan
Looney Toons Space Race Racing	Nov	**Alien Front Online**Shooter/Action	Q1
Ms Pacman's Maze Madness Arcade	Nov	**18 Wheeler Ampro Trucker** Driving	Q1
Peacemakers Strategy	Nov	**Out Trigger** Shooter/Action	Q1
Project Justice Fighting	Nov	**Alone in the Dark IV** Adventure	Q2
Ready 2 Rumble 2nd Rnd Sports	Nov	**Dragon Riders** Adventure	Q2
Resident Evil 3: Nemesis Action	Nov	**Matt Hoffman's ProBMX** Sports	Q2
Resident Evil 2 Action	Nov	**Ill Bleed** Action	Q2
Shenmue Adventure	Nov	**Agartha** Adventure	'01
Skies of Arcadia RPG	Nov	**Black And White** Strategy	'01
Sonic Shuffle Multiplayer Puzzle	Nov	**Buffy the Vamp. Slayer** Action	'01
StarLancer Online Shooter	Nov	**Floigan Brothers** Action	'01
Star Wars: Demolition Racer Racing	Nov	**Gorka Morka** Racing	'01
Speed Devils Online Racing	Nov	**Galleon** Adventure	'01
The Next Tetris Online Puzzle	Nov	**Headhunter** Adventure	'01
Tomb Raider Chronicles Adventure	Nov	**Heavy Metal FAKK** Shooter	'01
Tony Hawk's Pro Skater 2 Sports	Nov	**Legend of the Blademasters** RPG	'01
Vanishing Point Racing	Nov	**MOUT 2025: Shrapnel** Action	'01
Worms World Party Multiplayer	Nov	**NBA Hoopz** Sports	'01
Bangai-O Shooter	Dec	**Planet of the Apes** Action	'01
Charge'N Blast Action	Dec	**Roswell Conspiracy** Action	'01
Coaster Works Sim	Dec	**Soldier of Fortune** Action/Shooter	'01
Ducati World Racing	Dec	**Sonic Adv. 2** Platformer	'01
Evil Dead: Hail to the King Action	Dec	**Soul Reaver 2** Adventure	'01
Grandia II RPG	Dec	**Spec Ops: Omega Squad** Strategy	'01
Half-Life FPS	Dec	**Picassio** Action	TBA
Iron Aces Flight Sim	Dec	**Quark** RPG	TBA
Max Steel Action	Dec		
Prince of Persia 3D Action	Dec		
Record of Lodoss War RPG	Dec		
Stunt GP Racing	Dec		
Surf Rocket Racers Racing	Dec		
System Shock 2 Shooter/RPG	Dec		
Sno Cross Int. Champ. Racing	Dec		

Raziel shows gamers everywhere, once again, that size does indeed matter...especially when it comes to the girth of your selected weapon. The bigger the blade, the bigger the kill.

Whoever says that Dreamcast lags behind PS2 in terms of graphics quality certainly hasn't seen what Crystal Dynamics has done with *Soul Reaver 2*. Every environment, character and object is modeled with high polygon counts in mind.

Legacy of Kain: Soul Reaver 2

Have Reaver, Will Travel: Raziel returns to dish up a dose of instant demon death

There may be no other game—other than *NFL 2K*—that demonstrated the superiority of Dreamcast more clearly, right from the start, than the "port" of *Legacy of Kain: Soul Reaver*. The graphics were unbelievable, control was better than that of the PlayStation version, and the gameplay soared. Until you got to the cliffhanger ending, that is.

***Soul Reaver 2* finally** completes the story of top demon Raziel's quest to destroy top *top* demon Kain (who was always just jealous of Raziel's wings, anyway)—although the folks at Eidos are keen to make it clear that *Soul Reaver 2* is a complete game in and of itself, and that you can figure out what's going on even if you haven't played the first one.

And in a brave leap forward from cost-effectiveness to creative integrity, the company hasn't used anything from the first game that ended up on the cutting room floor: it's all new material. Although Crystal Dynamics and Eidos are being coy about revealing details of the game (as well they should be; we don't want the story wrecked anymore than they do!), it's clear that you'll be solving the mysteries of the genocide of your vampire brothers, the corruption of the pillars, and more.

Style-wise, well, let's just say that someone over at Crystal has been listening to a lot of Sisters of Mercy. Like its predecessors, *Soul Reaver 2* is gothic to its dark, lonely core. But this 'style' goes beyond a fixation on the color black and a bleak sound track. As in the last game, design really comes through in the architecture of the levels. Thanks to some killer level design, you really feel as though you're exploring dark, lost, bleak, yet still eerily beautful environments—and not just wandering down generic halls with pentagram textures (the game design equivalent of wood panelling) on the walls . Even if there were no gameplay here—and there is—simply exploring the levels would be a wonderful visual experience.

And even better: because the title was designed

Alucard: Reaver by Design

WHILE IT'S ARGUABLE THAT RAZIEL may be the tougher of the two vampires, what if the question came down to who's the cooler blood and soul sucker? Well, unfortunately for Raziel, we'd have to go with Alucard *(Castlevania: Symphony of the Night)*. But the two vamps do have plenty in common.

POINT #1:
***Pathos.* Both are reluctant demons with a score to settle. Raziel has been cast into the Underworld by his former master, while Alucard wants to free the non-vamp world from his Dad's—the Count's—evil clutches.**

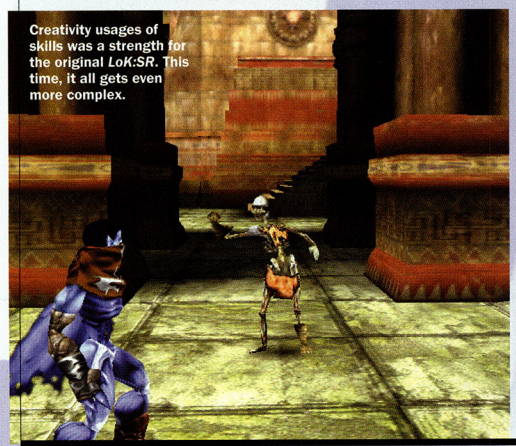
POINT #2:
***Morphing.* Women love guys who can morph, and both Raziel and Alucard do it. Alucard transforms, while Raziel shape-shifts through time. Ooooh, baby.**

www.DailyRadar.com

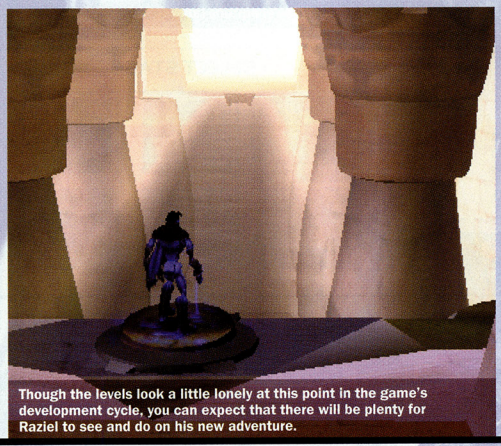
"Like its predecessors, *Soul Reaver 2* is gothic to its dark, lonely core." CHRIS CHARLA

Raziel will be able to tranport items from place to place in order to solve puzzles.

The variety in environments was already impressive in the original, but Crystal Dynamics ensures that there will be even more depth and detail in every inch of the sequel's terrain.



Creativity usages of skills was a strength for the original *LoK:SR*. This time, it all gets even more complex.



Though the levels look a little lonely at this point in the game's development cycle, you can expect that there will be plenty for Raziel to see and do on his new adventure.

You'll have to sharpen your weapon in order to duel with all sorts of new enemies. The list is impressive, and it includes human vampire hunters as well as foes that Eidos terms "extra-dimensional demons." These enemies may indeed add an extra dimension to combat, in that you cannot escape them as easily as you could in prior titles in the series. You'll have to outwit them, instead of simply heading into battle swinging.

Sister Act

ONE OF THE SEMINAL bands of the gothic movement (the one in this century), the Sisters of Mercy helped to turn the color black into the moody pout of the visible spectrum. Their somber lyrics and music—you could call it dirge-metal—made us happy to be sad and mad.

Fronted by Bowie-boy Andrew Eldritch (note the Dr. Evil pose), the group stayed cool throughout the '90s and lives today—in spirit—in the design ethos of Crystal Dynamics' dark and lovely *Soul Reaver* games.

simultaneously for Dreamcast and PlayStation2, without the laggard PlayStation 1 dragging things down, the graphics are simply breathtaking. The detail is exactly what you've always expected from Dreamcast, and polygon counts are immense: every character has at least double the polygons that you saw in the first game. Texture maps are also immense, and the game runs at a rock solid 60 fps. Oh, and of course, the lighting and special effects are fantastic.

The storyline has Raziel exploring various epochs of the world of Nosgoth's past: he'll rediscover characters and areas both from *Soul Reaver 1* and *Blood Omen: Legacy of Kain*, the game that started the whole blood-sucking series in the first place. But again, Crystal is keen to point out that "This won't be a cheesy time travel story," and that the game's plot will attempt to explore deeper questions of destiny-versus-free will and good-versus-evil. Sounds a little literary, for our tastes, but hey—if that's what these folks need to think about to make a great game, more power to 'em.

Raziel will have a lot more tools at his disposal, this time around, to facilitate his exploration: he'll learn nine new abilities (inlcuding spells), and gain seven new reavers to summon—one for each of the elemental reaver forges he'll discover at various places in Nosgoth. Each of the seven reavers can also be powered up and enhanced. Although earning these powers will be essential to solving the game—especially since there are now far more enemies, and a great variety of enemies and boss monsters—the team is attempting to keep gameplay as nonlinear as possible by ensuring that two or three quests or options are always available at any one time.

Puzzles have also been stepped up signifigantly, with fewer 'push-the-block-flip-the-switch' puzzles and more in-depth challenges that tie directly into the plot and feel organic within the game world. Raziel's new abilities will also enable deeper and more complex puzzle mechanics.

Soul Reaver 1 was a triumph: a beautiful game that had great game mechanics. Now *Soul Reaver 2* looks to take the entire experience to the next level. What can we say? Let the blood-letting begin!

CHRIS CHARLA

Official Magazine Dreamcast

PUBLISHER EIDOS **DEV** CRYSTAL DYNAMICS
GENRE VAMPIRE ACTION ADVENTURE **ORIGIN** US
PLAYERS 1 **ONLINE** NOPE **RELEASE DATE** SPRING

PLUSES [+]
Great design, great style, makes us want to wear black

MINUSES [-]
The puzzles were tough last time. If they're tougher this time it may be wicked frustrating

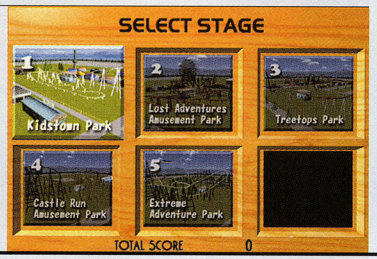
BOTTOM LINE [_]
We love a good vamp game, especially when it actually has a compelling story

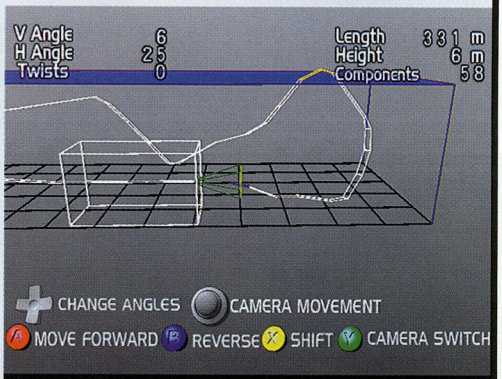
In *CW*, at least you don't lose points for regurgitation." BRANDON JUSTICE

It'll take a while for you to get the hang of constructing your own rollercoaster, but once you complete one, it's a joy ride from there on out. But if you mess up in guesstimating the coaster's angles, you may have to start over from scratch in order to create a successful ride. Our angles were a little on the sharp side *(above)*.

Use the Force

ACCORDING TO THE website "World of Coasters," the top gun of all amusement park coasters worldwide is a wee machine called the Millennium Force (this determination was based on a poll of the site's members). Built for speed with a max drop point at a dizzying 300 feet and nearly 6000 feet of rollercoaster action, the Millennium Force has been thrilling riders—and spilling their cookies—at Cedar Point in Ohio since earlier this year. Now, just imagine building this behemoth yourself in Coaster Works and you'll begin to get the idea of why it could be one heck of an addictive ride.





You'll have a set amount of space to work with and some of the special components must be earned before they can be used, but otherwise, getting your coaster just right is a completely freeform experience.

Coaster Works

If this wasn't a game, all of these ups and downs would put you in therapy

Amusement parks are a perplexing schtick. In perhaps the only industry outside pharmaceutical testing where people willingly pay for someone else to put them through rituals that are almost guaranteed to make them queasy, they also manage to charge you a good $20 bucks for a hot dog and a Coke and leave you walking away with a smile—and sometimes, if you eat and ride in the wrong order, you might even lose the hot dog and the Coke.

Now, Xicat Interactive thinks that it has a handle on the causes of true thrill ride addiction. And it's hoping that this upcoming rollercoaster sim, *Coaster Works*, will be able to give the virtual park-goer a similar satisfaction, *sans* nausea.

Known as *Jet Coaster Dream* in Japan, the entire game was designed and programmed by a single software engineer. So it's fitting that you, all by your lonesome, are about to pick up where he left off as a coaster designer. The rules are simple: follow the instructions of a handy-dandy in-game tutor and build a coaster that fits the specifications of the park.

Each course/park has its own set of limitations, and to help keep you in line, *CW* starts you off with a pretty lengthy learning session. Once you've completed a kiddy coaster to learn the ropes, you'll try your hand at increasingly impressive metal monsters, until you are the master of whiplash-inducing, free-falling loopty-loops of doom.

Niche marketing

WITH COASTER WORKS on its way to the US, we can only hope that it'll lead the way for other weird and wonderful games, like the underrated Tokyo Bus Guide from Team Fortyfive. It's a heart-stopping title. Truly.

The editor is fully 3-D, and you can test everything out as you go. It even keeps track of stats such as thrill levels and the ride's safety level. Keep in mind, however, that "the figures indicating the number of people who've either lost consciousness or suffered memory loss are only estimates." Oh, my.

If Dramamine doesn't work for you, or if you can't spare the time or money for a trip to your favorite amusement park, *Coaster Works* could be the answer to your prayers. But be forewarned: things may look *too* realistic. If 3D games make your stomach turn, you'll soon be re-evaluating your love for orange food as it passes your lips for the second time around. It's a good thing you don't lose points for regurgitation. BRANDON JUSTICE

Official Magazine Dreamcast

PUBLISHER XICAT **DEVELOPER** BIMBOOSOFT **GENRE** SIM **ORIGIN** JAPAN **PLAYERS** 1 **ONLINE** NO **RELEASE DATE** DECEMBER

PLUSES [+]
Sim games couldn't be further from a dime a dozen on DC, and *Coaster Works* should fill the gap very nicely

MINUSES [-]
Could it be too niche-y for the mass market? Ah, who cares when a game has this much promise!

BOTTOM LINE [_]
One of the more intriguing and modestly successful games on DC in Japan is finally winging its way to the US. Sim fans and niche gamers take note!

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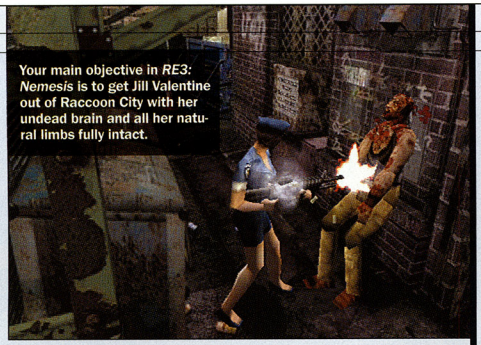
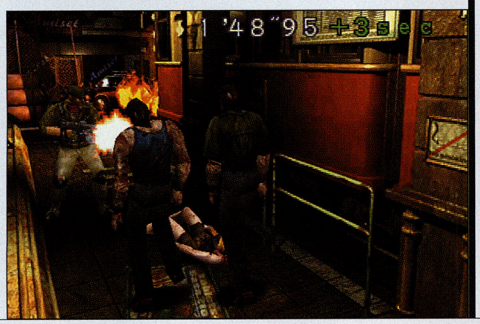


Your main objective in *RE3: Nemesis* is to get Jill Valentine out of Raccoon City with her undead brain and all her natural limbs fully intact.



Capcom has 'enhanced' the graphics of all of its PS-to-PC-to-DC ports, including *Nemesis*. Check out the fire textures for proof *(above)*.

One of the new features that Capcom has added in for the PC and DC versions in *RE3: Nemesis* is the option to choose any of Jill's eight different outfits at the start of the game. We particularly like the *Saturday Night Fever*-esque flavor of the top right outfit *(right)*. Ah, ah, ah, ah stayin' alive.

Resident Evil 3: Nemesis

Three times is not only the charm, it's oh, so charming

It was just a matter of time before Capcom brought some of the earlier chapters in its flagship horror series to DC. After porting *Resident Evil 2* and *3* to PC in Japan this year, it seemed more like a waiting game than anything else until Capcom announced that either title would make it to the US; and now, just in time for the holidays, the company who invented the art of zombie hunting has finally come through. *RE3: Nemesis*, as well as *RE2*, is on the way.

But it's *Nemesis* that most DC owners may not be so familiar with, because its release coincided with the early days of Dreamcast. For those who've played the first title in the *RE* series, *Nemesis* picks up where the original left off with Jill Valentine back in zombie-shooting form. Players will assume her identity in order to escape Raccoon City, while the mutated and undead walk the streets freely. Equipped with a machine gun from the start, you'll need more than a mere firearm to battle the hordes of monsters that litter your path.

Horror Defined!

survival horror, n.: a genre of videogame or movie in which a protagonist must negotiate situations of sensationalist violence, usually having supernatural elements. *[source: Oxford English Dictionary, North American edition, 2000]* We've arrived!

Like the omnipotent Tyrant in *Code Veronica*, there's also a horrifying enemy who will dog Jill's every move in the form of Nemesis. But where the game really distinguishes itself from the rest of the survival horror pack is in its branching paths. Your decisions throughout the game will affect the outcome of Jill's plight and the game's ending.

Capcom has made sure to differentiate the DC port of *RE3* from its PlayStation counterpart by making several goodies available from the very start of the game. Treats such as eight different costumes for Jill will be initially available, rather than having to be unlocked, as well as the bonus game, Mercenaries, in which you control one of three different Umbrella military members (each with his own specific equipment and characteristics) in a survival type mini-game that mimics the Battle Mode in *Code Veronica*.

With *Nemesis* joining the action adventure fray on DC along with *Dino Crisis* and *RE2*, gamers won't be left high and dry in the zombie department this holiday season. Fans should definitely take Capcom up on its offer. FRANCESCA REYES

Official Magazine Dreamcast

PUBLISHER CAPCOM **DEVELOPER** CAPCOM
GENRE SURVIVAL HORROR **ORIGIN** JAPAN
PLAYERS 1 **ONLINE** NO **RELEASE DATE** NOV

PLUSES [+]
Another *RE* title for Dreamcast can't be a bad thing at all, can it?

MINUSES [-]
The quality of the port is key to how well *RE3* will be ultimately received

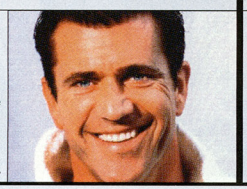
BOTTOM LINE [=]
While it's not exactly a reinvention of the survival horror wheel, fans will definitely appreciate the zombified effort from Capcom. And you certainly can't beat the asking price: $19.99.

Lighting played a huge role in the film—and it's equally significant in the game. Big dog.

"*Chicken Run* and the *Wallace and Grommit* films by Aardman are the main influences and inspiration for the game. However, we did take a look at elements of the *Resident Evil* series and RPGs." —*Blitzgames on* Chicken Run

Chicken (Brave) Heart

HE'S PLAYED THE ANGUISHED Prince Hamlet, a killer Celt, and a plucky fowl: Mel Gibson has nibbled on both the dark meat and the light meat of acting fare. Factoid: The critics at **ODCM** tout Australian WWI drama Gallipoli as one of his best films ever. See it with Kleenex.



Our entire staff except for Dave absolutely loved *Chicken Run*, and we recommend that those who haven't yet seen it promptly do so. Dave never made it out to the movie, but apparently likes to cook chicken 365 different ways, as per the cookbook we found suspiciously stashed behind the microwave in his kitchen.

Chicken Run

It's what's for Dreamcast.

Despite Dreamworks' spectacularly obnoxious cross-promotional tie-in with meat-mogul Burger King, *Chicken Run* was easily one of the finest movies of 2000. An ingenious homage to John Sturges' *The Great Escape* (and a slew of other great World War II POW camp escape movies), *Chicken Run* is an epic battle between man and bird, containment and freedom—poultry and liberty. And apparently, someone over at Blitzgames thought it was a great idea for a videogame. So do we.

Think *Metal Gear Solid*...with chickens. Gameplay is focused on finding a way for the chickens to fly the coop, so to speak. Alternating control between Ginger and Rocky, players must use their tactical-espionage-action skills to navigate their way through 14 levels of Tweedy Farm, outwitting dogs, searchlights and the nasty Mr. and Mrs. Tweedy along the way. You'll have to find various objects scattered about the farm, and then use that resourceful brain of yours to figure out how to put the items together in order to expedite your escape. Build a catapult to launch chickens over the fence. Strap fireworks to the backs of your feathered friends (placing you into a mini-game where you shoot them over the fence into various parts of the farmyard). In short: figure out how to get the heck out of Dodge before you're turned into McNuggets.

Tastes like Chicken?

The production of Chicken Run was nothing short of a technical and creative marvel, and we've compiled a small list of factoids:

a) 40 animators worked on the film, which took three years to make.

b) Claymation requires such impossibly meticulous work that on a typical day, 28 individual sets would be operating simultaneously—resulting in ten seconds of completed film.

c) *Chicken Run* was born when director/producer Nick Park made a simple sketch of a chicken digging under a wire fence with a spoon.

While the storyline is going to remain consistent with the plot of the movie, gameplay will be as non-linear as possible. Players will be able to explore environments and complete different tasks in any order they like, and the folks at Blitzgames have scripted the camera to give the player the best view of the action—while it simultaneously provides gorgeous cinematic views throughout the game. A combination of actual movie clips and specially-scripted cut-scenes adds to the excitement of the proceedings as well; oddly, the main engine looks nothing like the animation style used in the game.

Eidos has licensed the original cinematic voice actors (except for Mel Gibson, who's waffling on the project) to bring *Chicken Run*'s world to life. While the early build we've been playing certainly has a ways to go, the potential is definitely there—and we can't wait to get out hands on a final build.

EVAN SHAMOON

Official Magazine Dreamcast

PUBLISHER EIDOS **DEVELEPOER** BLITZGAMES **GENRE** ADVENTURE **ORIGIN** UK **PLAYERS** 1 **ONLINE** TBA **RELEASE DATE** DECEMBER

PLUSES [+]
Great concept, great movie, great potential—we've thoroughly enjoyed what we've played so far

MINUSES [-]
Nine out of ten licensed games suck

BOTTOM LINE [_]
The more of it we see, the more of it we want

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Nobody gets
Phantasy Star Online before we do.
Nobody gets
18 Wheeler: American Pro Trucker
before we do.
Nobody gets
Outtrigger before we do.
Nobody gets
Max Steel before we do.
Nobody gets
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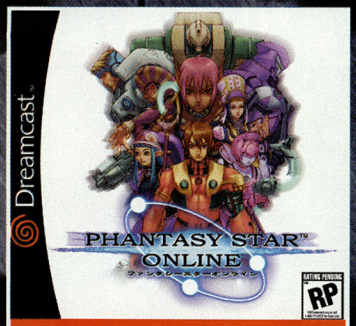
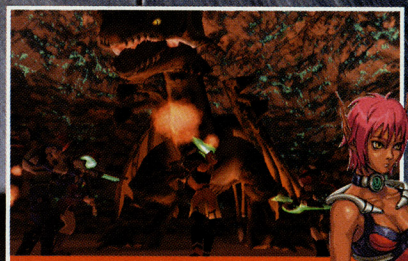
What's Your Phantasy?

"Thanks to Dreamcast's built-in modem and its Sega Gaming Network, gamers can play **Phantasy Star Online** with players all across the world. Communication will be handled in realtime, and Sega will combat language differences by allowing characters to talk via symbols. Open-ended play will ensure that a person can log on to the Network to play the game and move freely throughout **Phantasy Star's** fantastical world. Gameplay takes place on an alien world, and people will be required to battle strange monsters, solve puzzles, and share both information and items. Sega plans a simultaneous release for the game in the United States, Japan, and Europe. Don't miss this one."

— **DailyRadar.com**



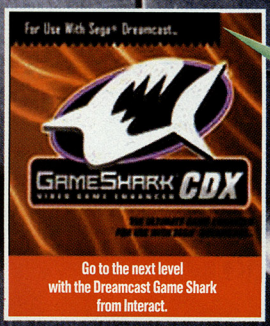
Machine: Dreamcast **Genre:** Online RPG **Publisher:** Sega
# of Players: 1-Netplay **Available:** February, 2001



Huge animated characters make for amazing graphics throughout.

The rich, vibrant colors are in stark contrast to the muddy hues of PC games.

Jump online and play against gamers all over the world.



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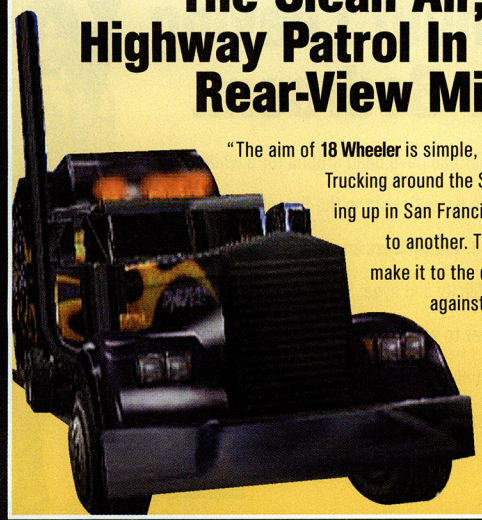
Gamestop Babbage's software etc

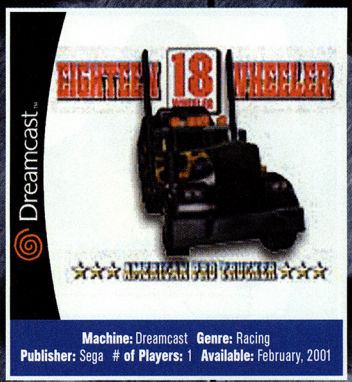
Ahh, The Open Road, The Clean Air, The Highway Patrol In Your Rear-View Mirror.

EIGHTEEN 18 WHEELER™
AMERICAN PRO TRUCKER



"The aim of **18 Wheeler** is simple, effective and addictive, which is typical of Sega. Trucking around the States - starting in New York and eventually winding up in San Francisco—players must carry cargo from one location to another. The idea is not to lose too much of the load and to make it to the destination on time. Players don't compete solely against the clock, however. Instead, there is a rival truck (with an aggressive trucker inside) that wreaks havoc, tries to get to the destination before the player and attempts to force the player off the road at every turn."

— **DailyRadar.com**



Machine: Dreamcast **Genre:** Racing
Publisher: Sega **# of Players:** 1 **Available:** February, 2001

Make the corner and lose the competition.

Ohh, you're mine now, motorhead.

Excuse me, good buddy. Comin' through.

Sega Dreamcast Visual Memory Unit by Sega.
Save information from your Dreamcast and play with that data while you are away from your Dreamcast.

Get A Jump On The New Stuff

by reserving it at Gamestop.com or visiting us at any of our 950 stores nationwide.

The MC2 Racing Wheel by Mad Catz is the next generation of racing wheels.

gamestop!com FuncoLand

Gamestop Babbage's software etc

Wipe Out Terrorism Without Leaving Your Bedroom.

Machine: Dreamcast **Genre:** Shooter **# of Players:** 1-4
Publisher: Sega **Available:** February, 2001

"Digital equivalents of paintball have been around for a while now. Sega's effort, **Outtrigger**, has the potential to top the fiercely contested first-person genre. Yes, while **Quake 3**, **Timesplitters** and **Unreal Tournament** have been on the receiving end of much publicity and hype, Sega's world-famous R&D #2 has been lovingly crafting the shooter to end all shooters. Originally an arcade title, **Outtrigger** is nevertheless stunningly realistic. In execution it is a match for any of the aforementioned blasters, even standing up to the mighty, albeit dated, **GoldenEye**." — **DailyRadar.com**

The battle arenas come in all shapes and sizes.

Prove your worth by progressing through a series of arena-based seek out and kill missions.

Up to four players will be able to compete online via SegaNet.

Enter data quicker and surf the net easier with the Dreamcast Keyboard.

First In Line or On-Line

Buy newest titles on-line or visit any of our 950 stores nationwide.

The Dreamcast Mouse is the best way to get into your first person shooter games.

gamestop!com FuncoLand

Gamestop Babbage's software etc

Half Man, Half Machine, All Bad-Ass.

MAX STEEL™

"This third-person action game will take players through seven levels filled with the evil Dread soldiers. Each level contains up to four sections, and **Max Steel** will have to kick, punch and explode his way through each one of them to stop the evil organization. Helping Max along the way will be special powers that he can use to his advantage such as Stealth (which turns him invisible for a short time) and Turbo (which should need no explanation). Weapons are laying around just waiting to be picked up by the first passerby. Grenades aplenty can by found in the most obscure places, and can be thrown at enemies or friends, depending on the mood of the player." — **DailyRadar.com**

Machine: Dreamcast **Genre:** Action **Publisher:** Mattel
# of Players: 1 **Available:** February, 2001

Meet Max Steel, nano-tech warrior...

...international agent, and snappy dresser.

Max goes one-on-one with the slippery slime monster.

Enhance your gaming experience with the Madcatz Advanced Controller for Sega Dreamcast systems

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Sega Dreamcast Visual Memory Unit by Sega.
Save information from your Dreamcast and play with that data while you are away from your Dreamcast.

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Gamestop Babbage's software etc

Unreal Tournament

Experience A Whole New Unreality.

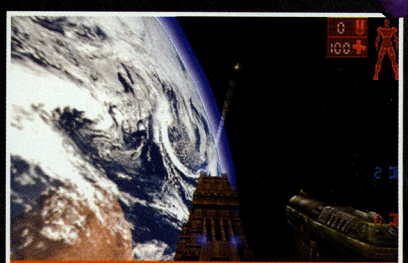
Machine: Dreamcast **Genre:** Action **# of Players:** 1-8
Publisher: Infogrames **Available:** November, 2000

"Sometimes it's hard to decide between Ginger or Mary Ann, Mountain Dew or Mello Yello, the Jaguar or the Ferrari. And if we had to make a choice between **Quake III Arena** and **Unreal Tournament** we'd hem and haw for a short while then go with **Unreal Tournament**. Its smoother network code, different styles of play and far superior weapons give it a slight edge in our books. So naturally we were amped to get our hands on it for our new favorite toy. Clear a space on your gaming shelf for this one."

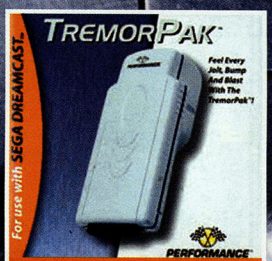
— **DailyRadar.com**

32 unbelievably addictive levels designed to maximize the fun.

Gripping single player experience that casts you in the role of a team leader.



Unparalleled user friendliness.



Let the Tremor Pak send earth-shattering vibrations through your Dreamcast controller.

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Buy newest titles on-line or visit any of our 950 stores nationwide.

Blast your game to the next level with Interact's Astro Pad for Sega Dreamcast systems.

gamestop!com FuncoLand
Gamestop Babbage's software etc

Factoid: The famed Tommy Talarico did the game's musical score, for which he employed an 80-piece orchestra in Budapest—whom he conducted via webcam over the internet. Whoa.

Evil Dead: Hail to the King

File under survival horror comedy

Sam Raimi's *Evil Dead* films—in all of their technical, comedic and cinematic genius—have become essential viewing for any self-respecting gamer (ProTip: when a pop-cultured gamer-type asks you whether or not you have seen *Evil Dead 2*, do yourself a favor and answer *yes*, regardless). THQ clearly recognized this reality, and promptly snatched up the videogame rights to the series.

Enter *Evil Dead: Hail to the King*. A survival horror game in the vein of *Resident Evil* and *Silent Hill*, *HTTK* attempts to combine those games' successful formula of suspense, action and puzzle-solving with the signature brand of bloodstained, over-the-top humor found in the films. The game also makes use of streaming video environments, similar in theory to those employed by Mizuguchi & Co. in *Space Channel 5*. While the graininess of the background video footage detracts somewhat from the experience as a whole, this relatively rare technique allows for some impressive effects (shadows, skies, etc) which simply can't be achieved with other methods. And the environments themselves mix popular *Evil Dead* settings with some neat new locales.

The combat system allows players to move and attack with multiple weapons simultaneously, but the control was a bit stiff and awkward in the version we played. Fully upgradable weapons—including *Evil Dead* staples like the axe, rifle, shotgun, and legendary chainsaw—will be available in the final version. Plus, a full inventory screen allows players to collect objects and piece them together to solve problems (we saw a scene in which Ash ripped a starter rope from an broken lawnmower and then used it to—well, we won't spoil it for you).

The plot continues the ongoing saga of Ash and the Necronomicon, with in-game cut-scenes as well as pre-rendered sequences enabling the story to unfold. The developers are incorporating "Raimi-esque" cinematic camera movements and angles to heighten the drama, and the absence of any and all load-times during gameplay should help keep things moving along at a steady clip. Set for a November release date, *Hail to the King* has some promise—but it certainly has a ways to go before it can even be mentioned in the same breath as classics like *Resident Evil*. Look for the full review next issue. EVAN SHAMOON

Official Magazine Dreamcast

PUBLISHER THQ **DEVELOPER** HEAVY IRON STUDIOS **GENRE** ACTION **ORIGIN** US **PLAYERS** 1 **ONLINE** NO **RELEASE DATE** DECEMBER

PLUSES [+]
The cult following of the *Evil Dead* series will certainly dig the dark humor and gameplay

MINUSES [-]
Early versions for DC weren't looking as sharp as they could've, but we'll wait until the final product

BOTTOM LINE [_]
With a great license and Bruce Campbell at the plate, we're anxious to see if the final product lives up to our high expectations...stay tuned

Sunrise on Dreamcast...it's always such a lovely sight.

Bang!: Gunship Elite

What's silver, fully armed and goes "bang, bang?"

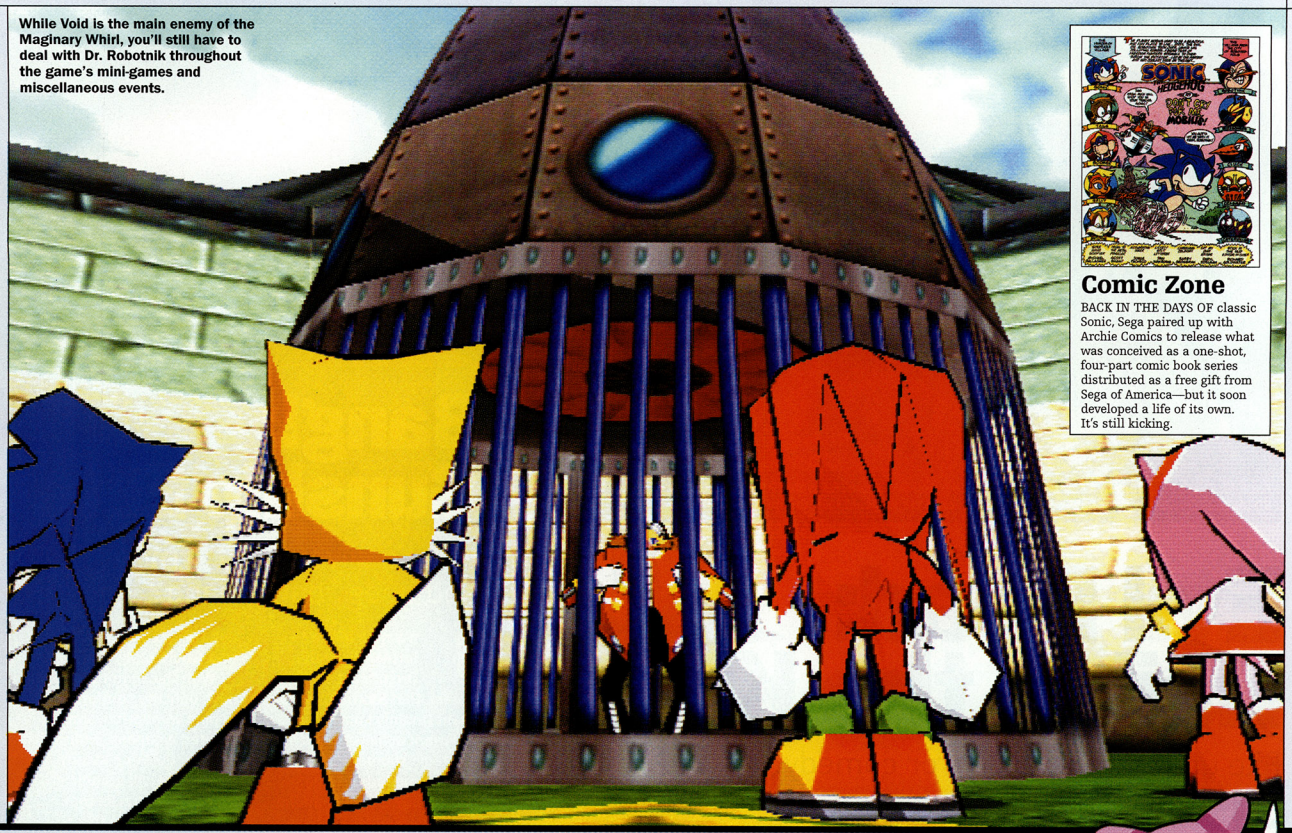
In a nice move to further diversify Dreamcast's games library, Red Storm Entertainment (mainly known for its hallmark achievements in strategic shooters on Earth) is planning to boldly go where only a small handful of developers for DC have gone: into outer space with loads of ammo. First released for PC in July, *Bang!: Gunship Elite* received a warm welcome, but never quite found its niche, as PC gamers shied away from its action-oriented gameplay. But now, with its debut on console gearing up, we're more than ready to test out this action-flavored shooter for ourselves on the format that it was meant to be played on. Console.

With a refreshingly simple storyline revolving around a young pilot named Xaha, you find yourself ensconced in the cockpit of a spacecraft with nothing but your cannons, guns and other various weaponry to do the talking for you. Which turns out to be the only thing that detracts from the storyline—all of the fighting you'll do (against a formidable enemy fleet in the outer reaches of wonderfully high-res starry space) will most often be done on a solo basis. Like that would really happen.

With this in mind, you'll have only the comfort of up to nine wonderfully implemented weapons, with which you can deliver a steady stream of rich, graphically impressive attacks that serve to separate this shooter from other similar titles on Dreamcast (like *StarLancer* or *Armada*)—you can actually see and *feel* the difference between weapons while you're zipping through asteroid fields or dogfighting around enemy bases.

Easy on the eyes and showing off some flair for weapons physics in one fell swoop, *Bang!*'s 19 different missions aim to satisfy virtually any space shooter fan who owns a Dreamcast. And the action-packed gameplay promises to deliver when the game releases this winter. FRANCESCA REYES

PUBLISHER RED STORM **DEVELOPER** RAYLAND INTERACTIVE **GENRE** SHOOTER **PLAYERS** 1 **ONLINE** NO **ORIGIN** US **RELEASE** NOVEMBER



While Void is the main enemy of the Maginary Whirl, you'll still have to deal with Dr. Robotnik throughout the game's mini-games and miscellaneous events.

Comic Zone

BACK IN THE DAYS OF classic Sonic, Sega paired up with Archie Comics to release what was conceived as a one-shot, four-part comic book series distributed as a free gift from Sega of America—but it soon developed a life of its own. It's still kicking.

Sonic Shuffle

You've been invited to the wildest, wackiest party in the game world

Somebody out there is finally kicking down with a bag of noisemakers and some funny little paper hats, and throwing Sega's lil' blue mascot, Sonic and his furry friends (Amy Rose, Tails, Knuckles and three others) a proper multiplayer party send-up. In much the same vein as other party games like *Crash Bash* (PlayStation) and *Mario Party* (N64), Sonic Shuffle certainly isn't the normal hedgehog fare that most Sega fans are used to—instead, it takes place in the retroland of card and board games.

The game is split into two different modes: Versus and Story. Both feature the same gameplay, but the Story Mode introduces players to a handful of characters that are brand-new to the Sonic universe—including an evil and mysterious villain, Void, and a beautiful Guardian Angel named Illumina.

Play happens in a world called Maginary Whirl, which is currently in danger of changing from its pleasant, pastel-colored self into something that is altogether darker and much less welcoming. This is all due to the arrival of Void, a bug-eyed stranger who has destroyed the Precioustone that holds Maginary Whirl together. Void (drat him!) has split the gem into several different pieces, and now it's up to Sonic and his friends to put things back together and to restore order—and of course, to face off with His Voiditude in the end.

The main crux of the game takes place on any of five different game boards, which include Nature Zone and Emerald Coast. Your job is to flip through a set of cards; picking one will determine how many 'spaces' you'll get to move when your turn comes up. The slots on the game board differ—some give you a set amount of gold rings, while others remove rings from your inventory. And there are plenty of other types of slots that you can land on, as well, including ones which will lead you to Mini-Events.

When you're transported into Mini-Events, you'll be faced with meeting spontaneous challenges in a whole mess of wacky sub-games. You might, for example, end up playing hot

A Brief History of (Sonic) Time

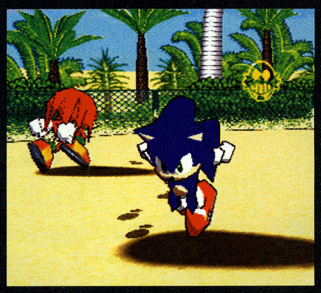
IT ALL STARTED way back in 1990, when Sega Japan's president, Hayao Nakayama, was looking for a mascot to define Sega's new attitude in the videogames marketplace. The winner was none other than Naoto Oshimo and his design of a deceptively small, dynamic blue hedgehog. Oshimo was subsequently asked to work with Yuji Naka and his team in order to bring his creation to 16bit life on Sega's embryonic MegaDrive/Genesis. The rest, of course, is history.

www.DailyRadar.com

This game's imaginary world, Maginary Whirl, contains a guardian angel of the pixie-ish ilk called Illumina. She asks Sonic and his pals to save her universe from the enemy called Void, and the ball starts rolling and never stops.

Like any other Sonic game worth its spiky blue salt, *Shuffle* places an emphasis on collecting rings, as well as Precioustones. You can win rings by landing on specific squares of the gameboard or by winning different mini-games. Pull a combo on the gameboard, and you'll double your rings. But be careful—you can lose rings just as easily if you're defeated in battle *(above)* or if you land on a red square *(top)*.

Mini-games: who doesn't love 'em? And Sonic Shuffle has more mini-games than you can shake a festive stick at.



If you land on an Event Square, you'll be transported to a new area where you can participate in all sorts of wackiness ranging from all-out tank warfare *(far left)* to a strange Robotnik-induced game of tag *(left)*. There are even more games waiting for players, including some non-interactive events and bouts of weird and wonderful trivia segments. Sonic aficianados will have a blast.

potato with a live bomb, or tag with three other players—or with the CPU, if you're by yourself. You might also be called upon to answer quick trivia questionnaires. No matter the context, these Mini-Events will definitely keep players engrossed through the long race for the Precioustone—which has been expertly placed somewhere on the game board map.

Of course, collecting rings and playing through Mini-Events isn't all there is to do in *Sonic Shuffle*. If you happen to land on a Battle Square, for instance, you'll have to duke it out with any number of strange beasts—and the way in which you'll fight is vastly different from the way in which battles play out in a standard action or adventure game.

First, you'll choose a card. Depending on the number on the card, you'll have a distinct advantage or disadvantage against the monster you're facing. Your foe will also have a card: and if your card's number is greater than his, you'll be able to pack a bigger punch.

Once in awhile, you might find yourself picking a card imprinted with the letter "S"—which, predictably, stands for "Special." Your character will then be able to unleash a specialized attack, which is customized for whichever character you are using. Therefore, if you pick the S card as Sonic, prepare for some serious spin-dashing to destroy your opponent.

The game board itself is also packed with surprises and pitfalls. Some areas will require you to climb to reach the next level, but only Knuckles has this ability—so you'll have to figure out another way to reach the goal if you're playing through as someone like Tails. There are also slots on the map that work as random transports, moving you to other parts of the game board. Of course, whether you'll land closer or further from the goal is purely a matter of luck.

Visually, *Sonic Shuffle* looks drastically different from any of its lightning-paced predecessors, due to a little trick called cel-shading.

Like *Jet Grind Radio*, *Sonic Shuffle* sports a 2D cartoony look that works well in the game's 3D universe. The result is something that is quite fresh, and incredibly hipper than the look of a straightforward 3D game. Fans everywhere will be seeing Sonic in a whole new light, and playing with him in a whole new way. As we speak, the game is sitting on shelves just waiting for some serious play time. Look for a full review next issue. FRANCESCA REYES

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** HUDSONSOFT
GENRE MULTIPLAYER **ORIGIN** US **PLAYERS** 1-4
ONLINE NO [SOB...] **RELEASE DATE** NOVEMBER

PLUSES [+]
Good lookin', long playin', mini-game packin', multiplayer supportin' goodness with Sonic in it

MINUSES [–]
Load times could use some work; not Sonic's usual fast-paced fare

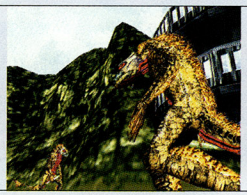
BOTTOM LINE [_]
Four-player fun no matter how you slice it, but will it appeal to fans of Sonic and find a party-game following on Dreamcast? We'll have to wait and see how it turns out

"*C'NB* is darned easy on the eyes so far." BRANDON JUSTICE

As one of the newly announced games for Dreamcast in both the US and Japan, *Charge'N Blast* seems to come out of nowhere. But its fast-paced, action-tastic gameplay cannot be denied. You'll have to hone your aiming and timing skills in order to beat down the alien infestation under a tight time limit.

It's once, twice, three times a bloodfest

FIGHTING GIANT BUGS, KILLING GIANT BUGS and flooding the city streets with the oozing green guts of giant bugs is hard work. Thankfully, this game gives you a unique reward for all of this slog (to make up for the fact that Uncle Sam cuts Squad members out of full medical and dental programs)—you'll get to see your handiwork replayed at the end of each level, from a camera angle that appropriately represents the game's cinematic influences. Low-budge monster flicks ain't dead: they just moved onto Dreamcast and started costing a lot more to make.



Charge 'N Blast

This just in: Outer space is still full of ugly, angry monsters hell-bent on destruction

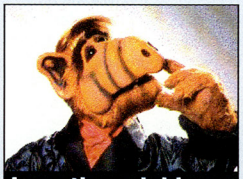
Those pesky aliens. Always dropping in uninvited. What's a self-respecting earthling supposed to do, except...blast 'em!

Yeah, the premise that drives Xicat Interactive's upcoming arcade shooter, *Charge 'N Blast* is about as original as the latest menu item at Taco Bell—but like the Super Cheezy Chili Enchirito (or whatever handy *-ito* they're pimping this week), it may indeed provide an experience that could be called totally new. Or at least, new to Dreamcast.

In *C'NB*, you'll take the role of one of three sharp-shooting mech pilots with an extreme distaste for extraterrestrials, sent in by the government to stop the latest attack in a wave of alien invasions. At first glance, you'd think this game was the perfect candidate for lightgun compatibility—but as it turns out, what we've got here is a deceptively intense blend of accuracy and timing in a traditional arcade format.

Basically, you've just got to figure out what weapon to use, when to unload it, and how on earth you're going to make it all happen before your 'energy cell' (i.e., 'time limit') hits rock bottom.

The premise is simple, to be sure—but the action is anything but. After a few rounds of single-player experience, you'll be able to tell that this is much more than attempt to cash in on the seemingly endless craze surrounding giant robots and the destruction of public property. We can say this, because despite the fact that *Charge 'N Blast* fits this mold, it doesn't even pretend to be a 'sim'.



Love thy neighbor

WITH THE KINDER, gentler attitude of the new Millennium, the mindset of "Us Versus Them" with regard to extraterrestrials has now become as extinct as TV shows about extraterrestrials. We here at **ODCM** credit the mind-blowing '80s TV show ALF for breaking down the barriers.

You've got three distinct weapons (each of which can be 'charged' for increased power), a fully destructible environment that hopes your aim is better than the plot, and a whole mess of ugly space freaks who're pretty set on sticking your rail gun where the sun don't shine.

Kill all the bad guys, move to the next area, lather, rinse, repeat. And when you take out the end boss, be sure to get your camera ready for the delightfully messy (as opposed to spectacularly subtle) action replay. It's to die for.

The game is darned easy on the eyes so far, and since we're looking at a pretty linear focus, we expect *Charge 'N Blast* to look even better by the time it releases and we slap a score on it. Check back next issue to see if our prediction holds true.

BRANDON JUSTICE

Official Magazine Dreamcast

PUBLISHER XICAT **DEVELOPER** SIMS **GENRE** ARCADE SHOOTER **ORIGIN** JAPAN **PLAYERS** 1-2 **ONLINE** NO **RELEASE DATE** DECEMBER

PLUSES [+]
Simple yet addictive action for one or two players; slick monster movie visuals and tons of biiiiiig explosions!

MINUSES [-]
Extremely linear, simplistic gameplay may be too much for short attention spans

BOTTOM LINE [_]
Arcade-style shoot 'em ups are a dying breed. Hopefully, this game on Dreamcast will help to keep them from going the way of the dodo altogether

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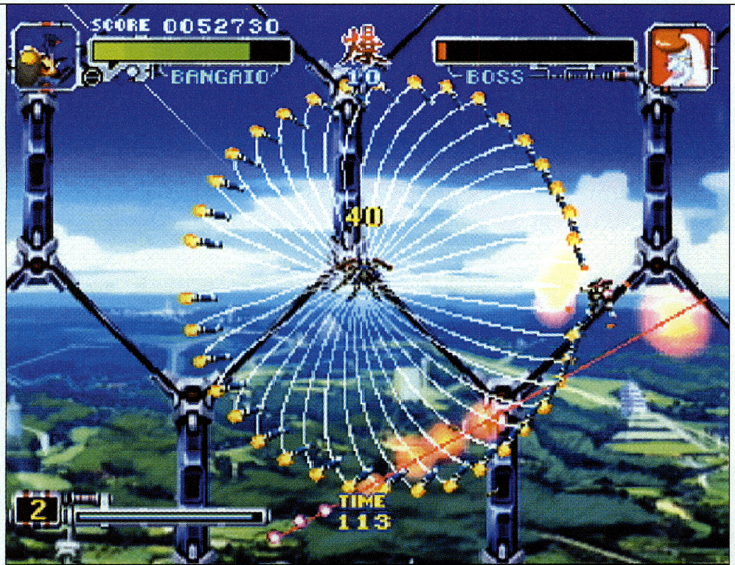
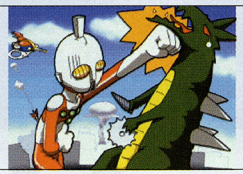


While *Bangai-O* might not have the mass appeal that, say, *Metropolis Street Racer* may have, there's certainly a demand for oldskool 2D shooters on Dreamcast. And no one does the genre better than the Japanese developer, Treasure. Filled with wacky humor (middle bottom), hardcore gamers have reason to be delighted.



Bangai-O

A DC gem from Treasure is finally heading West

At LA's recent E3 convention, there was one lone banner for a quirky shooter called *Bangai-O* (*Bakuretumuteki Bangaioh* in Japan), developed by an old-school master, Treasure (*Gunstar Heroes, Guardian Heroes*, etc.). And that's all we knew, until it was announced that Conspiracy Games was piloting the game through the localization tunnel for a December release.

Bangai-O places gamers in the cockpit of a giant mech with bombs to spare. Your job is to destroy everything onscreen that gets in the way of finishing the level. The more you blow up, the higher your "explosion meter" will rise, powering up your ultimate weapon in the form of a multi-directional blast that will eliminate most enemies within a certain radius.

Emphasis of play is on pure pure freneticism. If you're not pumping adrenaline through these 40+ stages, you're doing something wrong. Every level will tax your dexterity with the fire button, and you might even have to reacquaint yourself with that soft, mushy gray matter called Your Brain in order to make real progress.

When the game released in Japan, some US importers complained that the characters and action onscreen were too small and hard to follow—but this simply puts the focus on the visual overload of explosions that lie at the crux of the gameplay. It's the perfect holiday fix for all of you Treasure fans.

FRANCESCA REYES

Official Magazine Dreamcast

PUBLISHER CONSPIRACY GAMES **DEVELOPER** TREASURE **GENRE** SHOOTER **ORIGIN** JAPAN **PLAYERS** 1-2 **ONLINE** NO **RELEASE DATE** DECEMBER

PLUSES [+]
Treasure does what it always does best: shooters

MINUSES [-]
Could be a niche title for fans or old-school junkies only

BOTTOM LINE [_]
A guaranteed homerun for niche gamers with its wacky character cast and solid oldskool shooter mentality. It might even put some calluses on our trigger fingers again...

"Go back to sleep; it's a flight sim—or...no, wait a minute, it can't be. It actually looks cool."

Iron Aces

Ah, World War 2: when men were men and air combat was sweet...

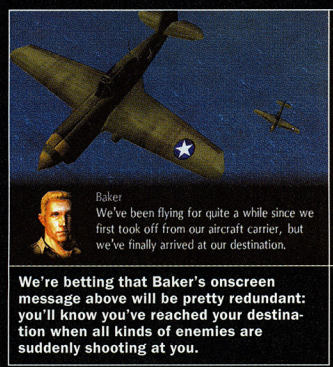
Forget stories about how to install a 3D card or why Linux really is the operating system of the future. There's simply nothing quite like a flight sim for putting the average console gamer to sleep. Despite the fact that the prospect of shooting down the air forces of a power-hungry country is a pretty tasty bait, the typical interface of such titles is often far too intimidating and unresponsive for most armchair flyboys to even bother trying. But *Iron Aces*, a somewhat over-the-top (read: B-movie cheesy) fighter pilot extravaganza, is set to shoot down this stereotype and introduce some real, console-friendly airborne action.

Set amidst the turmoil of World War 2, you're cast as a rookie pilot engaged in a small but pivotal conflict over a handful of islands in the Pacific—and of course, you get caught up in a larger plot to save the free world from certain doom. You'll do everything from routine patrolling of friendly territory to engaging in heated dogfights with the enemy.

This in-air insanity comes to us via a simple yet functional console interface, and the Dreamcast has proven itself to be quite capable of handling the action with style. Missions take place over smoothly textured backgrounds, and depending on the mission, the sky comes alive with head-to-head air combat over one of many numerous backdrops. Clouds race by and enemy planes are dispatched by cannon fire that explodes against the fading sunlight in a spectacular symphony. And if the first go 'round wasn't enough, *Iron Aces* also offers up a replay mode that lets you appreciate anything you might have missed while trying to keep your plane in the air in the heat of battle.

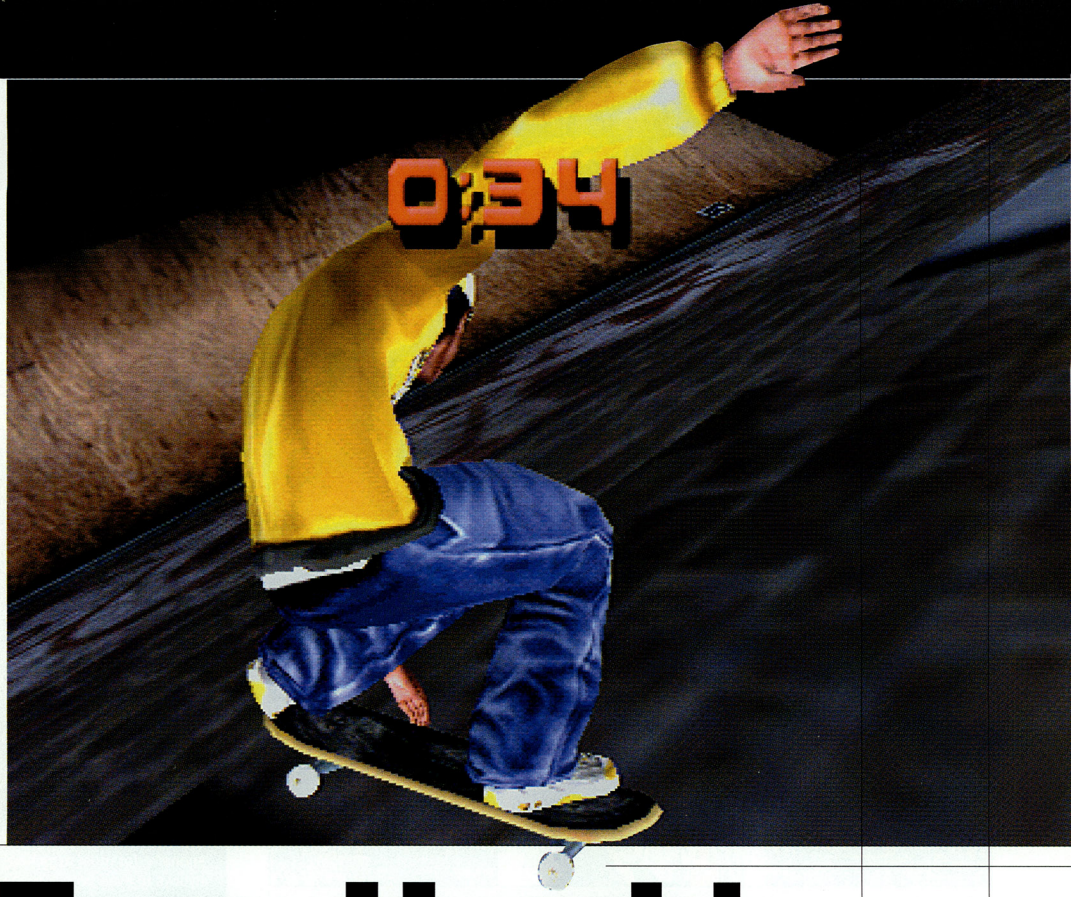
While this sort of action may not be for everyone, *Iron Aces* should offer up a ride worth taking for flight buffs or anyone who wants to zoom around in the great grey sky without paying for flight school. **ODCM** plans to hop into the cockpit soon for a full review—so be sure to check your radar for the final word in the near future.

BRANDON JUSTICE



We're betting that Baker's onscreen message above will be pretty redundant: you'll know you've reached your destination when all kinds of enemies are suddenly shooting at you.

TESTZONE



Tony Hawk's Pro Skater 2

The Godfather of Roll returns

With bated breath and twitchy thumbs, we shredded open the Activision-emblazoned FedEx package. Inside, swaddled in alluring bubble-wrap, stood one lone, defiant disc bearing the letters "T-H-P-S" etched in Sharpie across its shiny face. Was this the final build we had been so anxiously awaiting for the last six months, or just some sick prank dreamed up by Activision's PR department?

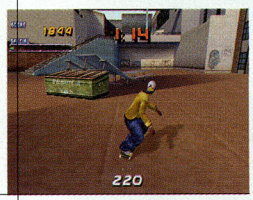
Yup, you guessed it. It was a sick prank.

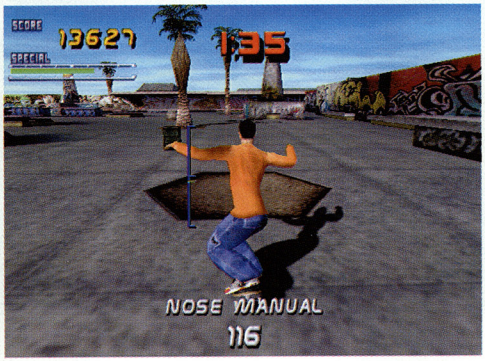
The next day, however, they really did send us the final build. And ladies and germs, this is exactly what we have all been waiting for—a brilliant refinement of an already spectacular game. It looks better, it sounds better, it retains the best control in the business, and it's packed full of more secrets and hidden features than, well, *Tony Hawk's Pro Skater*. Yes, you need it.

Fear not though, Hawk veterans—the insanely great feel has been left intact. As in the first title, control is absolutely bang-on—this is one of the few games in which your character does exactly *what* you want him to do, exactly *when* you want him to do it. There are now far

The face that launched a thousand tricks... Tony Hawk is one of the few celebrities who's cool enough to retain the title 'cool' even after becoming a celebrity.

"Let us put it this way—when was the last time you played a game to get the high score?" EVAN SHAMOON





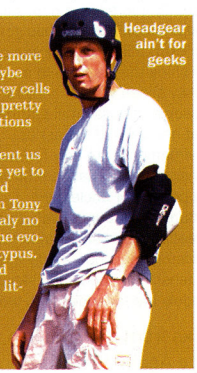
It's as addictive as action games used to be—like *Pac-Man* and *Donkey Kong*. Xcept it's more with xtreme sportage and the what-not.

more tricks to pull off, and the manual is a huge addition as well. (For those who don't know, a manual is essentially a wheelie on a skateboard.) By pulling off a manual between every ramp and rail, you can now theoretically link every trick in your entire session into one glorious combo. Madness.

Perhaps the largest addition to *THPS2* is the enhanced career mode, which provides a thick dose of extended gameplay. In the first game, players earned videotapes in order to progress through the game, unlocking secrets and opening up new levels along the way. This time, we've graduated to cash rewards—which means that while you must still achieve the same strange goals (like collecting S-K-A-T-E or picking up level-related goodies), each of these accomplishments is now worth hard currency. With the cash you earn, you'll be able to purchase everything from new tricks to improved skater stats, and with enough bank you'll even be able to unlock new levels. This year, there are ten objectives per park (double

Gamers are just hard-headed

Headgear ain't for geeks



It's amazing. Maybe your mothers deserve more credit than we are wont to give them. Maybe they realize that the multitude of little grey cells currently snoozing inside your skulls are pretty good at resisting the wild n' crazy suggestions sent by all of your favorite games.

In short: while plenty of moms have sent us tirades about 'unsuitable' games, we have yet to see a single email, letter or monogrammed notecard protesting the lack of helmets in Tony Hawk's Pro Skater 1 or 2. This is an anomaly no less dismaying, on a cultural level, than the evolution and survival of the duck-billed platypus. But since asking our moms about it would simply call their attentions to this subtle little detail, we'll just be thankful for the oversight—the Hawkman himself says helmets are essential for safety in real life, but not in games. Right on.

Welcome to TESTZONE

The Peanut Gallery Strikes Back

With the wealth of Dreamcast titles that have been unleashed on gamers this holiday season, it's only fitting that we call upon our reviewers to respond in kind with a flurry of words (and something we choose to liken to "wisdom") that will help you spend your cash wisely. We also find it fitting that you see the clever chaps behind the scores. Don't be afraid.

BLAKE FISCHER
Reviewed: Samba de Amigo

Also known in the office as "He who shakes the Maracas" (translated from Japanese), Blake would like to think that he's as good at *Virtua Tennis* as he is at *Samba de Amigo*. But the truth is that Mr. Fischer is much more adept with a maraca than with a tennis racket. Of course, we could say that about a lot of people.

JIM PRESTON
Reviewed: Metropolis Street Racer, Pod: Speed Zone

Far be it from us to separate Jim from his beloved racing games. We suspect that his fixation might stem from something in his childhood, perhaps a family vacation gone horribly wrong—but don't quote us on that. Now, Jim likes to be in control of the wheel and had the enviable job of reviewing *MSR*. Lucky buck.

BRANDON JUSTICE
Reviewed: StarLancer

We're not sure how much trashtalking goes on when Brandon gets his game going online, but we do know that he's not one to back down from a challenge. He took time from review writing to dogfight us to the death in an online match of *Star Lancer*. We called it quits when he brought out the frogs.

CHET BARBER
Reviewed: Capcom Vs. SNK

Some people love *Capcom and SNK*...and then there's Chet. We won't go so far as to mention his shrine to Iori Yagami or Chun Li in his kitchen at home, but we will say this: If there's anyone who could best the entire office in a trivia contest based on 2D fighters, Chet's the man. Hadoken.

GREGORY ORLANDO
Reviewed: Star Wars: Demolition Racer, Buzz Lightyear

Yes, fair readers, the Orlando Magic is back again for even more Dreamcast reviewing goodness. But that's not all, he's privy to yet another *Star Wars* title. *FYI: Greg also tried to pass off yet another "Why Boba Fett Must Die" boxout before we filed suit to make the insanity stop. It did.*

Our Scoring System

No, pal, not that kind of scoring system. If it were, we sure wouldn't give it away for free—we'd be selling it in the back of *Maxim* for $29.99. And Evan would have a date this weekend.

We score games on a scale of 1 to 10. When we believe a game is just average, we give it 5 out of 10. If its appeal is aimed directly at fans of either its genre or its series but is not something that will be enjoyed by everyone, it gets 6 out of 10. And we've even added a spiffy new scoring system for graphics, sound, control and gameplay!!

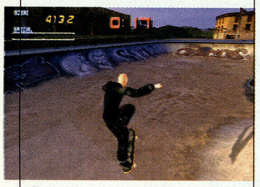
Peripherals are another story. Since it doesn't make much sense to score a VMU or an extension cord on a 1-10 scale, we've created an incredibly clever and cute smiley-face score system. We hope you'll find it self-explanatory.

10	instant classic
9	phenomenal
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	its mom loves it
1	coaster

Dream Game Award*

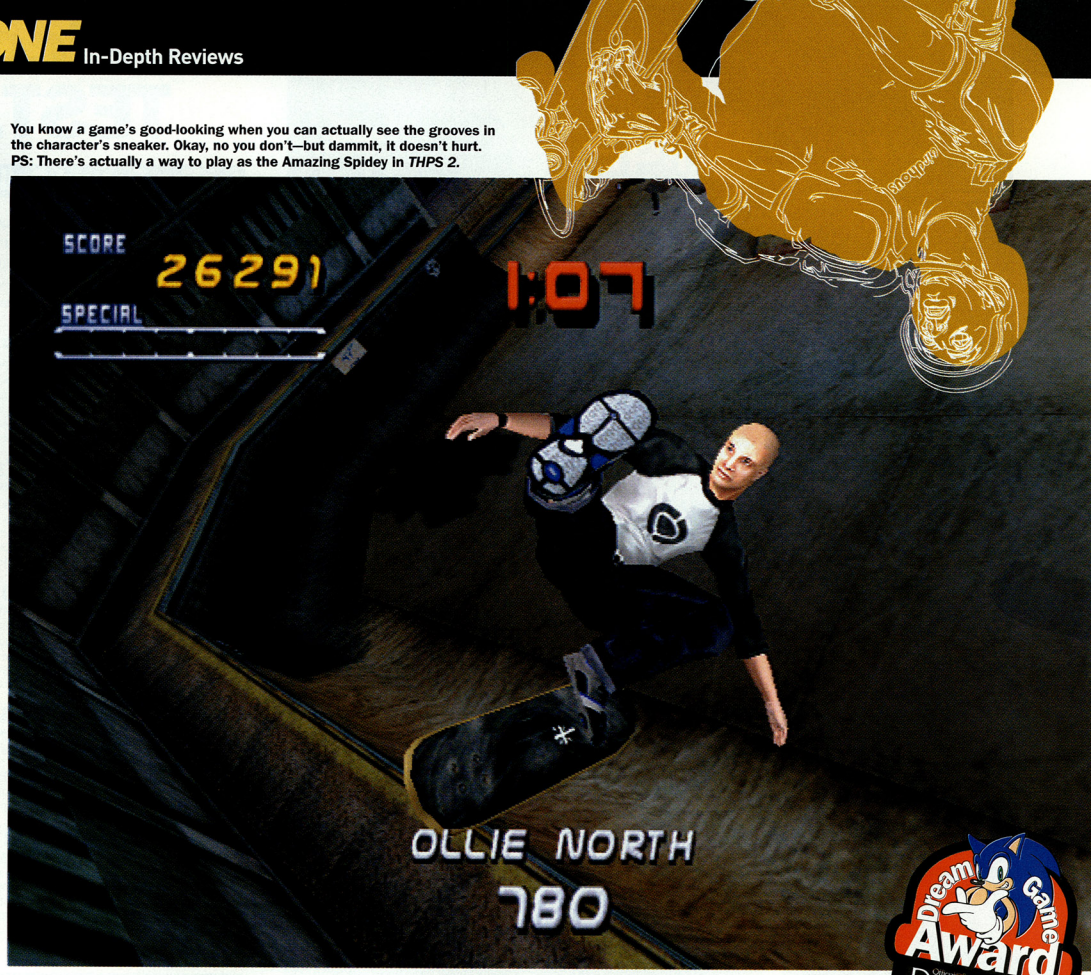
With Dreamcast's promising software lineup, we won't be hard-pressed to pick a game every issue that goes above and beyond the call of greatness. For this singular type of game, we've concocted our special award: the Dream Game Award. The title that is so duly honored is guaranteed to be good, no matter who you are or what type of games you like to play. An essential purchase!

** Small print somewhere in this mag secures your legal agreement to buy all Dream Game Award titles immediately.*



***Tony Hawk 2*'s sound effects are outstanding, with a great blend of ambient noise (nearby cars, trains, skate competition announcers, etc) and high-quality sound samples. The clink of your trucks hitting a metal rail is superb—and the sounds vary with varying surfaces. We bet that the guy who produced the sound of human flesh being scraped across pavement based his effect on some pretty painful memories. See? You can make something good out of just about anything.**

You know a game's good-looking when you can actually see the grooves in the character's sneaker. Okay, no you don't—but dammit, it doesn't hurt. PS: There's actually a way to play as the Amazing Spidey in *THPS 2*.



MULLETS GALORE

THE LIST OF PROS KNOCKIN' THPS2's boots is impressive, featuring returning Hawk vets such as Bucky Lasek, Jamie Thomas, Elissa Steamer, and the indomitable Bob Burnquist, as well as three newcomers, Eric Koston, Rodney Mullen and old-schooler Steve Caballero. In addition to a slew of hidden characters, THPS2 also includes a create-a-skater feature, which enables you to customize absolutely everything about your prince of suburbia—from his hairstyle to clothing, board, tricks and skating style. It's the Princess Maker you don't feel ashamed to love.

the number in the original)—and some are tougher than week-old sourdough. Rest assured, it will take you quite a bit of time and dedication to clean this baby dry (the only complaint that we could make, in fact, is that some of the game's challenges are a bit too difficult—deciphering some of the relatively vague level goals is often more frustrating than we would have liked.)

One of THPS2's most-ballyhooed features is its built-in skatepark editor. With more than 100 parts at your disposal—including ramps, rails, pools, funboxes and quarter pipes—the possibilites are virtually endless. And once you've created the ultimate park, you can save it to a VMU and tote it on over to a friend's house to skate it, trade it or simply stick it in his ear—whatever your heart desires. While we would have liked to see some expanded features in the DC version of the editor (*read:* more memory/bigger levels), it'll still steal your hours and provide you with endless replayability.

Visually, *THPS2* is clearly a step ahead of its forefather (actually, more like a hop, skip and a jump). Treyarch has gone the extra mile this time around, polishing the graphics to a glossy sheen while managing to preserve the essential grittiness that has defined the series. Environments are now far more consistent, with nary a protruding polygon or uncleaned texture to be found. Every tree, streetlamp and stopsign in the environment is now a fully three-dimensional model, and skater models are far superior to those of their elders. Fabric even blows in the wind, which makes us all warm and tingly inside.

A loaded soundtrack floats tracks from Bad Religion, Chuck D with Anthrax, and Rage Against the Machine

And let us not forget about the game's stellar soundtrack, which features tracks from 15 bands including Bad Religion ("You"), Chuck D with Anthrax ("Bring the Noise"), and—*May their legacy live on forever*—Rage Against the Machine ("Guerilla Radio"). It's easily one of the best videogame soundtracks you'll find, and it fits like a glove.

Like the original *Tony Hawk*, *THPS2* maintains a perfect balance between arcade- and simulation-style gameplay, allowing for the realism that skateboarding demands—and the fantasy that videogames rightfully facilitate. There is no racing involved—rather than going from point A to point B, you can go anywhere you choose, pulling off tricks and flexing your skills in a series of directed challenges. The gameplay is entrenched in the spirit of a free-roaming adventure, and the unparalleled level of freedom—combined with the best control in the biz—means that you'll be all over this baby like a cheap suit.

Enjoy. **EVAN SHAMOON**

Official Magazine Dreamcast

PUBLISHER ACTIVISION **DEVELOPER** NEVERSOFT/TREYARCH **ORIGIN** US **PLAYERS** 1-2 **PERIPHERALS** VMU, JUMP PACK **VMU PAGES** 9 **PRICE** $44.99

GRAPHICS 9
Excellent textures, skater models, real grafitti.

SOUND 10
Rage Against the Machine. Oh, and lots more.

CONTROL 10
The best around. And then some.

GAMEPLAY 10
More, more and more of what you love

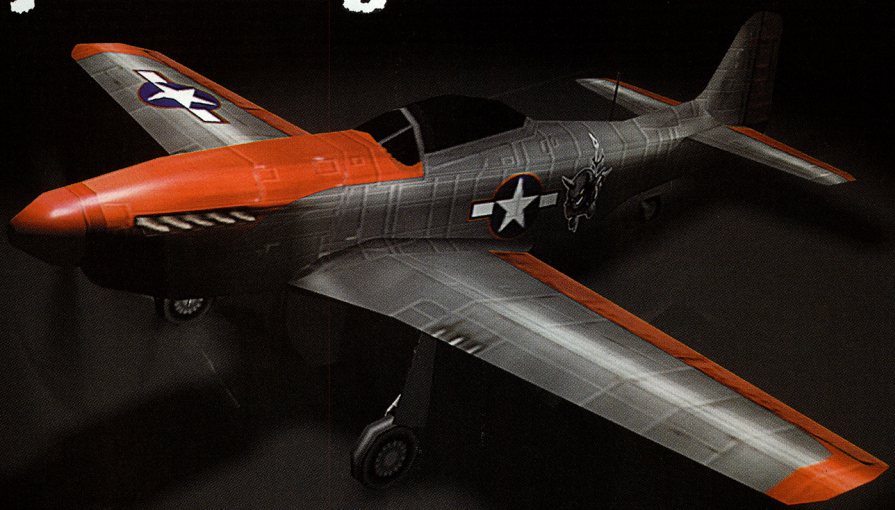
Score: 10

www.DailyRadar.com

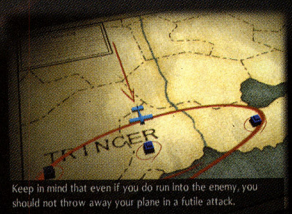
It's 9:00 am.

December 7, 1941.

Do you know where your Sega Dreamcast is?

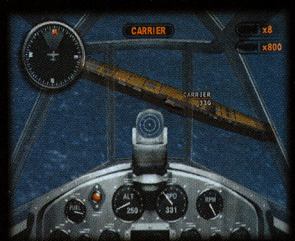


Fly over 20 authentic WW II airplanes.

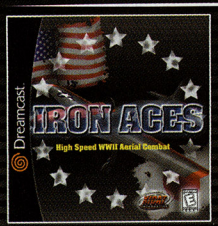


Keep in mind that even if you do run into the enemy, you should not throw away your plane in a futile attack.

Challenge your dogfighting skills in 17 unique missions.



Realistic instrumentation puts you in control of your craft 24/7.



If you know what's good for you, soldier, you're hooked into that Sega Dreamcast defending the good ol' American Navy from the enemy's surprise attack. And if you can stop 'em there, you'll have to escort those B-29's in their definitive attack on the largest naval fleet in the Pacific. I ain't talkin' 'bout no walk in the park here, soldier; this is an all out adrenaline rush of aerial combat. WW II style. Just an Ace and his machine. Two creatures forged from burning metal, moving as one. So strap into that Sega Dreamcast, soldier, and get ready to become one of the boys; one of the Iron Aces.

IRON ACES

XICAT INTERACTIVE

GLOBAL A ENTERTAINMENT INC.

EVERYONE E CONTENT RATED BY ESRB

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ONLINE
MULTI-PLAYER
SEGANET
The Hot Rods Of
POD
SPEEDZONE
by Ubi Soft
THE SEACAT

ONLINE RACING THAT'S JUST A LITTLE MORE THAN YOU CAN HANDLE.

Now that you can challenge anyone to race online - anytime, anywhere in the country - knowing your cars can separate the small town punk from the primetime player. Take the Seacat. Nice car. Its power around the corners just might help you muscle through Pod's six mercilessly interactive, multi-layered tracks. But don't take our word for it. Get in there yourself. Because right now you've got nothing, podboy, and everyone in the online circuit is laughing in your single-player face.

SUN	MON	TUE	WED	THUR	FRI	SAT
		✓ SIGN-UP FOR SEGANET	✓ GET MY 50 FREE HOURS ONLINE!	RACE 1 ~~K-ZONE~~ BEST LAP 2:32	RACE 2 ~~OFFLINE w/ MIKE~~ BEST LAP 4:51	RACE 3 OFFLINE w/ JAY BEST LAP 1:10
RACE 4 OFFLINE	HUGE ONLINE MATCH 5	6	RACE 7 OFFLINE w/ MARC	RACE 8 VOLCANO BEST LAP 1:24	9	10
11	RACE 12 ODD ROCK BEST LAP 5:20	13	ONLINE MATCH 14 BEST LAP 3:21	15	16 RACE ALL DAY —CALL IN SICK	17 ONLINE MATCH
18	19	20	21	22	23	24
					30	

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Even the storefronts are accurate in this game: we've been to Tokyo and we live in San Francisco, so we're giving London the benefit of the doubt.

Slip Slidin' Away

To grab those big kudos, you'll need plenty of style. One of the easiest ways to impress the judges is to take a sharp turn with a perfect power-slide. Here's all you have to do:

1. Tap the footbrake (L trigger) just before you start to turn to put weight onto the front wheels.
2. Hit the handbrake (A button) as you turn.
3. When you begin to skid, wait for the car's tail to swing out from behind you.
4. Then, let go of the handbrake and apply the footbrake while turning *into* the skid.
5. Practice.

Metropolis Street Racer

Don't believe the hype: it doesn't come close to describing this game's goodness

Some things just never live up to the hype—like *Star Wars Episode 1*, the last Tyson fight, or the PlayStation2. But occasionally, something ramps up our expectations and then completely soars over them. *Metropolis Street Racer* has been idling up the Dreamcast's onramp since before the launch in '99...and now that it's finally here, we can safely say that it's the kind of masterpiece that leaves the hype squatting in the dust.

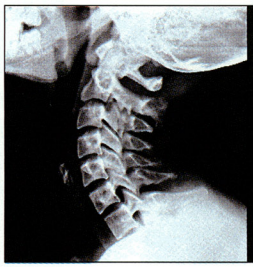
There is so much fresh thinking in *MSR* that we are certain that some of its features are going to become standard for future driving sims. The first thing we noticed is that the game corresponds to the time of day in all three major cities—London, Tokyo, and San Francisco—as well as to the internal clock on the Dreamcast. So, if you are playing at noon in, say, Toronto, it will be 9am in San Francisco, 5pm in London, and 1am the next day in Tokyo, exactly like in real life. How cool is that?

Even better, *MSR* gets closer to real life by modeling its respective cities perfectly. Since we happen to live in San Francisco, you can take our word for it that the game has recreated our fair town superbly. While it doesn't model all three cities entirely, it does feature more than 250 circuits through streets that look almost exactly the same on your Dreamcast as they do in real life. If you're about to make a trip through London's St. James' park, San Francisco's Pacific Heights or Tokyo's Shibuya, you'd be better off playing this game than buying a map.

Your car's radio will push you even deeper into the experience. As you drive through the cities, several fictitious radio stations give you accurate traffic and weather updates, and play the latest hits from *MSR*'s playlist of more than 25 eclectic rock, pop, and country tunes. Don't like all the songs on the radio? Switch to the "make your own CD" mode, and select only those songs you want to hear. Every possible attention to detail has been made, including the fact that if you drive through a tunnel, your radio will lose reception.

But all of this exacting realism comes to nothing without a good game behind it. Fortunately, the driving system in *MSR* is a wonderful blend of realism and fun. There are more than 40 real-world cars from 13 different manufacturers to choose from, including the Ford Mustang, Mercedes SL and Alfa Romero Spider. While you won't have to worry about tinkering with the suspension or chassis, you will have to know how to tap the brakes to avoid understeer, and work the wheel to get out of oversteer.

There are more than 25



Whip it!

WANT TO TAKE MSR'S SHOW ON the road? Don't. Even little fender-benders can cause whiplash—the condition where the cervical vertebrae in your neck are sprained, dislocated or even fractured. Even minor whiplash can result in horribly pinched nerves that require weights added to the head or legs to stretch the muscles and ease the pain. Ugh! So keep the speeding confined to your Dreamcast, smart guy.

www.DailyRadar.com

Ever bought a new car? You do a lot of sitting in an office, saying "Yes" to questions like "Leather upholstery?" And then someone hits some buttons on a calculator and shows you the number, and your entire lifestyle disappears suddenly into the abyss known as Your New Car. *MSR* is $49.99. You do the math.

Metropolis Speed Racer

FLYING THROUGH Tokyo in a Jensen S-V8 is cool enough, but when are games going to start including the coolest car of all time: the Mach 5? We can do without Sprittle and Chim-Chim, but what better way is there to impress a hip chick like Trixie than to use those jumping stilts and spinning saw blades to cut through courses in Shinjuku!? Go, Speed Racer, Go!

chapters in *MSR*, each containing ten challenges. But winning isn't as easy as simply finishing with as fast a time as possible. The game uses a novel points system called "kudos," awarding players a certain number of kudos after each race for their performance in three categories: skill, style and handling. Your capacity to open up new tracks and cars is dependent upon your number of kudos, and not your position in the previous race: and players can get beaucoup kudos for stylishly skidding through a turn, as well as for finishing the race quickly.

Unfortunately, too much of the game is locked away. Players will have to earn three cars just to begin the first chapter, and you can only play a quick race against friends on tracks unlocked in the single-player mode. And the online component only consists of playing against other fans via ghost cars. But *MSR* does a brilliant job of slowly ramping up the difficulty, so even novices can enjoy all it has to offer—and it offers a lot. Amazing realism, an ingenious points system, and good old fashioned fun adds up to one of the best games we have played on the DC all year. JIM PRESTON

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** BIZARRE CREATIONS **GENRE** RACING **ORIGIN** UK **PLAYERS** 1-2 **ONLINE** YES **ESRB** E **PRICE** $44.99

GRAPHICS 9
Stunning recreation of real cities and cars

SOUND 10
Awesome mix of rock, dance, country and pop

CONTROL 8
Mastering a kudos-earning slide can be tough

GAMEPLAY 10
Cool points system, lots of options, tons o' fun

Score: 9

BLoSC manages to crash on take-off

Buzz Lightyear of Star Command

Buzz just can't stick the dismount

Any resemblance between the Buzz Lightyear of *Buzz Lightyear of Star Command* and the Buzz Lightyear from Disney's excellent animated *Toy Story* films is purely physical. Activision has taken the popular space hero, stolen his soul and wit, and jammed his likeness onto a 3D action platformer that's much like *Toy Story*, sans toys. And it's pretty much sans story, too, if by 'story' you mean something you're actually interested in finding out more about.

As the star of the cel-shaded *Buzz Lightyear of Star Command*, the iron-jawed Lightyear must race through a series of alien worlds collecting vile, law-flouting no-goodniks. A polite sort of spacecop, our hero will actually chase his foes to their get-away destination before extending (by which we mean zapping them until they collapse) his long, lawful arm. Gameplay takes place over 14 missions and nine worlds, some of which require multiple visits—giving new meaning to been there and done that.

A thinner-than-a-postcard plot is strung together by snippets from the *Buzz Lightyear of Star Command* cartoon. Each level presents an animated supervillain to bust and a time limit to beat; if Lightyear doesn't reach the course's end in the allotted span, it's game over, baby. The emphasis shifts, then, from exploration and puzzle-solving to flat-out sprinting and blasting, with no time to stop and enjoy the scenery. And since scenery is so staggeringly unimpressive, this constraint is a blessing. It's just about the only time this game is going to let you off easy, so you'd better enjoy it.

Lightyear can collect credits in gameplay and then use his loot to "buy" weapon powerups, shields, jet packs, hoverboards, flying bikes, and the like. A neat idea... martyred by poor execution, in that (in a nutshell) whatever item you're buying is represented by an icon encased in a bubble that's imprinted with big fat numbers, which cover the icon inside completely—so you're never exactly sure of what you're buying until you've bought it. Hope you like surprises. Bonus levels=more sprinting and item collection...the story begins to read like a dyslexic's master's thesis. Infinity has never seemed so close (and yet so far). Recommended only for guppies or the very young.

GREG ORLANDO

Official Magazine Dreamcast

PUB ACTIVISION **DEV** TRAVELLER'S TALES **GENRE** ACTION/ADVENTURE **ORIGIN** UK **PLAYERS** 1 **VMU COUNT** 2 **ONLINE** NO **ESRB** E **PRICE** $39.99

Score: 5

GOTTA CATCH A COELACANTH

THE COELACANTH WAS thought to have died out at the end of the Cretaceous Era, 65 million years ago, until a fisherman caught one off the tip of South Africa in 1938. It was five feet long, weighed 126 pounds, had bulging blue eyes and tasted horrible. Turns out, the coelacanth's nasty flavor was the reason why scientists had thought it was extinct: fishermen just left it alone when they saw it. And now, it's one of the star catches of *SMF*.

In this eleventh hour of deadline madness, we'd really Rather Be Fishing. We'd even bait our own hooks, dammit.

Sega Marine Fishing

Screw those guppies in freshwater. Baby, we're going after Jaws.

Somebody at Sega knows fishing. First they churn out 1999's *Sega Bass Fishing*, a game that, while a bit shallow (ha, ha), perfectly captured the near-therapeutic feel of freshwater bass angling. Now they've thrown *Sega Marine Fishing* into the water, an arcade-style fishfest that perfectly captures the saltier, more adrenalized, man-versus-Moby Dick action that is ocean fishing. Get the Dramamine. We're heading out.

While the first game focused on the admittedly tasty Large-mouth Bass, the five fishable areas in *Sega Marine Fishing* boast all manner of hook-able sea life, including bluefin tuna, barracuda, stingray, sailfin—even sharks. Best of all, these monsters *fight*. You think landing a 15-pound bass was too easy? Try dragging a 220-pound Short-fin Mako on board. Then maybe you'll be macho enough to get that anchor tattooed on your chest (Fran has repeatedly turned down this honor).

This actually leads to one of our only complaints—it really sucks that you can't adjust your pole's drag or earn stronger fishing line, as bigger fish (particularly the sailfin) can snap your line a bit too easily just by turning on the afterburners. Players who're uninterested in a greater challenge (or who are too cheap to shell out for Sega's to-die-for fishing controller) will find the big boys much easier to reel in using a standard controller.

There are game modes a-plenty. Arcade mode is fully intact, with newly adjustable difficulty, and five mini-games enable you to practice techniques like casting and lure action. Then comes the self-explanatory Free Fishing mode. Success in these exercises will unlock bonus items, many of which are then displayed in Aquarium mode... which is literally a gigantic aquarium. There are over 260 bonus items, including fish, aquarium decorations, new lures, clothes, different music, and even a dog (every game could use a bit with a dog).

Here's the only problem: this good stuff *replaces* the first game's tournament-style Original mode. Earning new items is fun, but it doesn't assuage that competitive urge. Thus, the game's arcade roots are severely exposed, and although Sega plans to offer limited online support for the game (items can be downloaded; you can enter catches in month-long competitions), its ultimate longevity suffers accordingly.

ERIC BRATCHER

A reel big fish story

FISH AIN'T HELPLESS. Consider the story of Jose Rojas Mayarita, a 39 year-old fisherman who was speared by a 10 foot-long marlin. Once hooked, it leaped into his boat and drove its 'enhanced' nose directly through the poor guy's abdomen. Jose then drifted for two days before being rescued by a passing vessel. Kids, regard this as a lesson: fish play for keeps.

Want to test the waters in Sega Marine Fishing? It's an exclusive on this month's **ODCM Demo Disc**. Check out the Disc Guide on page 6 (or disc packaging) for more details.

Official Magazine Dreamcast

PUB SEGA **DEV** WOW **GENRE** FISHING **ORIGIN** JAPAN **PLAYERS** 1 **ONLINE** YES **PERIPHS** JUMP PACK, FISHING REEL **ESRB** E **PRICE** $39.99

GRAPHICS 8
It's not quite *Ecco*, but it's still damn pretty

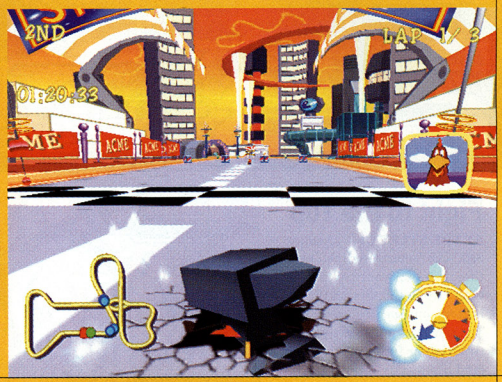
SOUND 6
Good music, bad splashes and reel sounds

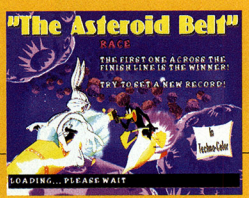
CONTROL 8
Easier with the pad, but realistic with the pole.

GAMEPLAY 8
Incredibly fun, but smelly in the long run.

Score: 7

All the classic characters are present and accounted for in Infogrames' shockingly good licensed kart racer. Real voices back up every anvil-dropping moment of every race, so do yourself a favor and check it out.





With its super savvy presentation and authentic visual feel, *Looney Tunes* will have you getting in touch with your inner Saturday morning cartoon child fast.

Looney Tunes: Space Race

NewsFlash: Licensed cart racer stuns world in good game shocker!

Allow us to be frank for a moment: When a new kart racing game rolls into the office—especially one of the cutesy-licensed persuasion—we tend to hide under our desks and go into uncontrollable, *Exorcist*-style spasms. These are the most derivative games in the world, right? But not this time.

In racing terms with which we can all identify, *Space Race* is like a cross between two of the genre's finest—namely, *Mario Kart* and *WipEout*. Vehicles are of the hovercraft(ian) variety, and courses are filled with steep inclines, huge jumps and mammoth, elevated arching turns—all distinctly reminiscent of Psycnosis' classic. These tracks are littered with an assortment of weapons, ranging from spring-action boxing gloves to falling anvil remote controls, which provide something to do while speeding around the track.

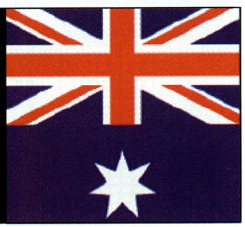
One aspect of *Space Race* which may bother some gamers is its built-in equalizer. Due to an especially hefty helping of 'computer assitance', every racer is always within striking distance of his or her opponents, which allows for extremely tight races on almost every run. While this certainly keeps things interesting, it also induces a great deal of frustration: Race a perfect lap and everybody's right on your tail; fall off of the track five times and you're still in the thick of it. This fortuitousness may frustrate.

Graphically, the game uses a clever derivative of the cel-shaded technique popularized by *Jet Grind Radio*. The illustration, animation and pastel color palette come together to create what is literally a perfect match for the real thing—frame-for-frame, this is classic Chuck Jones, Hanna-Barbera goodness. The interface is polished, and the loading screens look like wonderful animation cells (although they do remain onscreen a bit too long).

Space Race is irresistably addictive, and the nostalgia it induces makes us grin like the idiots we are. Numerous extras and special challenges give the game plenty of replay value, and the split-screen, four-way racing is hella fun. Melbourne House gets kudos for making this game a thousand times better than it should have been. **EVAN SHAMOON**

What's Down Under, Doc?

From the land that brought us Yahoo Serious, the Crocodile Hunter (and Crocodile Dundee) and vegemite sandwiches comes developer Melbourne House and two rather stellar games: Test Drive Le Mans and Looney Tunes: Space Race. One of Infogrames' latest acquisitions, MH's potential is pretty stellar if these two games are any measure of it. We can't wait to see what else they cook up.



Official Magazine Dreamcast

PUBLISHER INFOGRAMES **DEVELOPER** MELBOURNE HOUSE **GENRE** RACING **ORIGIN** US
PLAYERS 1-4 **ONLINE** NO **ESRB** E

GRAPHICS 8
Wonderful '50s-style cel shading

SOUND 8
Great Looney Tunes samples...we wanted more

CONTROL 8
Near perfect; we don't like falling off the track

GAMEPLAY 8
Very fun, but very frustrating at times.

Score: 8

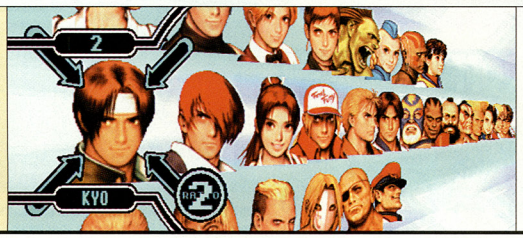
"The fighting interface is very basic, even a step back from *Alpha 3*." CHET BARBER

As if to make for the untimely demise of SNK in the US, Capcom has come out swinging with the ultimate crossover dream for fightin' fans.

Pitting a classic *SNK* character against a *Street Fighter* bruiser is a dream come true.

Fight to the Top

AT THE START OF *Capcom vs. SNK*, characters are lined up in three tiers for your perusal—with strong fighters on the bottom, and weak ones on top. The tier that you select your first fighter from will determine (and limit) your options for further selections. Cool idea.



Capcom vs. SNK

It's the Mets vs. Yankees all over again, only without the hot dogs

The ultimate fighting game that all hardcore fans of Capcom and SNK have prayed for is here. And everything that has always made Capcom's fighters so successful–great control, pretty graphics, personality, and combo-tasticness—has been used to its best advantage. Sort of.

Characters come equipped with an average amount of moves, a couple of supers, and a decent number of combos. However, Capcom has further enhanced gameplay with a few minor innovative features. First, players can choose between a SNK or Capcom style super; SNK supers are powered up by holding down three buttons.

Second, character teams are constructed in a very unique manner. Characters are divided into three tiers: bosses, strong characters and weak characters. If players choose a boss, then they must also pick a weak character. If you go with a fair to middling character, then you can either add one more average character or two more weak ones. This system promotes unique fighting strategies without sacrificing the game's overall balance. Although it's not perfect, the idea is interesting and it would be cool if it was taken even a little further.

Unfortunately, these are pretty much the only shiny bits. The fighting interface is very basic, a step back from even *Alpha 3*. There aren't any countermoves; combos, while present, seem to consist mostly of simple two-in-ones; air blocking and air throws are gone.

Also, the SNK characters have been simplified—their moves list has been reduced and their chain combos are missing. Since the fighting system is a bit shallow, if you don't have a friend to play with, you may get bored too quickly.

Team Match-ups

If you look in the top corners of your screen, you'll note that matches can have three players against two, or even four against two. Balance them well.

One cure for boredom is a great storyline. But unfortunately, this game says, "Nah. Be a man. Boredom makes you stronger." Even some attempt at a cohesive story would have been nice; Capcom could've created a plot based on several teams, like in the *KOF* series. But no.

On the cool side, stuff like a secrets purchasing system, similar to the one in *Marvel vs Capcom 2*, have apparently been added to make up the difference. You'll love being able to buy everything from extra stages to secret characters—as long as your interest is still being held.

Within it's own limits, *Capcom Vs. SNK* is a solid title. There are plenty of fans who'll surely drool over the idea of pitting their favorites from both publishers against each other. But, next time, we're hoping to see some radical innovation. **CHET BARBER**

Official Magazine Dreamcast

PUB/DEV CAPCOM **GENRE** FIGHTING **ORIGIN** JAPAN **PLAYERS** 1-2 **PERIPH** ARCADE STICK **ONLINE** NO **ESRB** TEEN **PRICE** $39.99

GRAPHICS 7
Hand-drawn art; characters are a bit pixelated

SOUND 7
Good soundtrack with loads of nice touches

CONTROL 6
Simple layout, clever stages, a bit too shallow

GAMEPLAY 7
Too pared down in terms of moves and depth

Score: 7

ULTIMATE FIGHTING CHAMPIONSHIP™

"Score: 9 out of 10 -
For a truly realistic martial arts game, this one's a knockout."
- ODM

Dream Game Award
Dreamcast Magazine

"5 out of 5 stars - Revolutionary!
- Next Generation

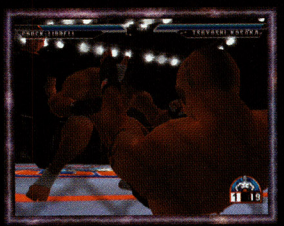
DC UFC Ranked #1 Title at Launch*
- NPD TRST Weekly Data

"Crave scores a knock-out: 'Direct Hit' Rating
Easily the most realistic, and definitely one of the most fun fighting games to ever come along."
- DailyRadar.com

"UFC is a great game that could easily stand on it's own merits without this fantastic license."
- Game Fan

"UFC is poised to set the next standard in the fighting genre."
- GamePro

"90 out of 100: The best American-published fighting game in years." *- GameFan*



"The ebb and flow of ground grappling makes for something like a brutal chess match..." *- DailyRadar.com*

"We might be looking at Fighting Game of the Year here." *- GameIndustry.com*

Dreamcast screen-shots shown

TEEN T — Animated Blood, Animated Violence

Dreamcast.

GAME BOY COLOR

UFC
www.seg.com

CRAVE ENTERTAINMENT
www.cravegames.com

*Based on August 27 - September 2, 2000 NPD TRST Video Game Weekly Service

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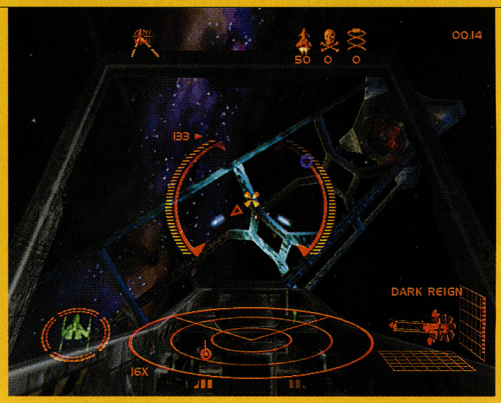
Yeah, *StarLancer* really does look that good. *StarLancer* is one of the finest PC ports we have ever seen—by far.



StarLancer

Playing *StarLancer* is just about the closest we've ever come to piloting an X-wing fighter and saving the universe from the evil empire. Aside from that time that Fran hijacked an X-wing fighter and saved the universe from the evil empire.

Like so many enemies on the wrong end of a laser gun, this game is blowin' up!

As you jump into hyper space on your way back to mission control, after one of the most intense dogfights of your young career, you can't help but feel a little embarrassed about letting out an emphatic "yeeeeehaw!" as you wave bye-bye to the wreckage of countless foes and anything else that's slower than the speed of light. But ease up, rookie. If you're going to stick with the Fighting 45th division in one of the most turbulent wars ever waged in the known universe, you're going have to do much more than yell.

After stumbling onto a stage that's as inviting as the one set above, one would hope that Crave was as wise in their Dreamcast translation as they were in the acquisition of Digital Anvil's highly under-appreciated shooter, *StarLancer*. As we have all (sadly) witnessed in the past, many things can go wrong when a game makes the transition from PC to Sega's little white box, and with a visually loaded, input-heavy title like this—which *also* features online play—you'd be crazy not to be a little skeptical as to whether or not Warthog could make it happen.

Well, ODCM has hopped behind the cockpit. And from where we're sitting, Crave has not only managed to move up the ranks in the Sega army, but has singlehandedly raised the bar for console space shooters on the whole.

What a show. For just a few minutes, try to forget that the game is absolutely gorgeous. Never mind that the presentation is incredibly engrossing. And try really hard to put it out of your head that this game controls like a dream. What will really knock you for a loop is that the game does all of these things in a convincingly brilliant fashion AND it does them online!

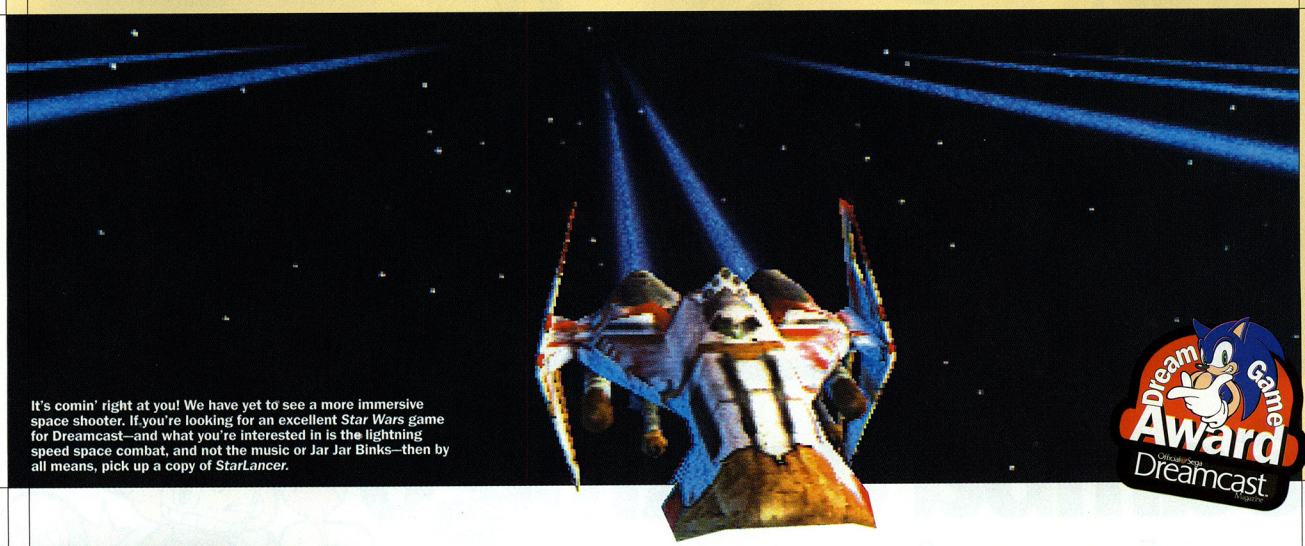
Pretty incredible, eh? Now, forget we told you to forget all of those things, and let's talk about the game's look. If you thought Psygnosis made a name for itself during the early years of that 'other console's' lifecycle with a flashy shooter called *Colony*

Log In, Lock On, and Launch Away!

SUPPORTING UP TO SIX ACE starfighters, StarLancer doesn't play around when it comes to Internet action. Not really feeling like a standard dogfight? How 'bout a blast session in a crowded asteroid field? Or maybe a little game of Nuclear Threat, where any pilot can trigger a blast that will destroy every other ship? Or perhaps a little Hunt the Shadow—a cloaked version of "tag" where missiles are your high tech slap on the back. Just naming a few games here, folks. StarLancer has plenty more where that came from.

www.DailyRadar.com

As the saying goes, *In space, no one can hear you scream.* Apparently, no one in space can take a decent screenshot either, as the black, starry skies of outer space do look amazing onscreen but turn out to be quite boring on the printed page. So don't be fooled. *StarLancer* is actually a great-looking game—whether you're cruising through empty hangars to dodging lasers near a flaming sun, you can see that a lot of thought and time went into the DC conversion.



It's comin' right at you! We have yet to see a more immersive space shooter. If you're looking for an excellent *Star Wars* game for Dreamcast—and what you're interested in is the lightning speed space combat, and not the music or Jar Jar Binks—then by all means, pick up a copy of *StarLancer*.

Rank Has Its Privileges

SEE THAT SHIP, RECRUIT? Well, don't stare too long, because you won't see the cockpit of a vessel like that until you've logged some serious hours in the line of duty. As you progress through the game, you can earn better ships by moving up in the ranks via proving your worth to the Alliance in battle. Fail to perform, however, and watch the game take one of its many paths to your dismissal, i.e., doom.

Wars, just wait till you see *StarLancer* in motion. Sporting a sturdy 30fps framerate, incredible models and lighting effects, and texture work that occasionally eclipses even its comparably more powerful PC forefathers, and what you've got here is a game that will really knock your socks off.

While it's all well and good that your ship looks nice, I'm sure you're wondering how it handles. Well, for a game that had to drop down from a keyboard to the Dreamcast's eleven total buttons, we're in shock that we can still barrel roll, lock-on, and reverse thrusters with the best of 'em. *StarLancer* controls like a dream, and when you launch your countermeasures, slam the breaks and blow that bogey into kingdom come, be sure to salute the crew at Warthog for making it all possible, because this is definitely no small accomplishment.

But even more impressive is the fact that *StarLancer* will undoubtedly become a showpiece for SegaNet faster than you can unleash a Panther missile on a locked target, thanks to the game's phenomenal set of Internet options. Not only is this the first online title that will offer support for up to six pilots (two more than the PC version, for those of you who are keeping score), but it does so in a wide variety of creative team and free-for-all modes. The underestimated power of the Dreamcast's 56k connection shines through once again, as play is extremely smooth. And thanks to tons of game types, this title could very well give even *Quake 3 Arena* a run for its money in the replay value department. Now, *that* would be something.

One edge that this shooter has over id's fps masterpiece and other titles in the space shooter niche is that the single-player experience is an equally compelling black hole of productivity from nearly every angle. Challenging, tense missions, over 6,000 lines of commentary from both friends and foes, and cool briefings will pull you through the kind of sci-fi plot that would make any Trekkie melt.

It's just the kind of experience that makes you thrilled to own a Dreamcast. If you're wondering why console shooters can't be as good as *Wing Commander* was on your PC, then prepare to swap out such notions with questions as to why more games like *StarLancer* don't come our way. Between excellent single-player action and the most robust online multiplayer experience we've seen on the system to date, picking this one up is a no-brainer.

BRANDON JUSTICE

Official Magazine Dreamcast

PUB CRAVE **DEV** DIGITAL ANVIL/WARTHOG
GENRE SPACE SHOOTER **ORIGIN** US **PLAYERS** 1-8
ONLINE HELL, YEAH **ESRB** T **PRICE** $49.99

GRAPHICS 8
Some sluggish moments, but still striking

SOUND 9
"I will be aveng...ARRRGH!!!"

CONTROL 9
How did they do it? Controls like a dream!

GAMEPLAY 9
Challenging, deep, and addictive

Score: 9

PICK YOUR POISON

ONE OF THE BEST things about *Samba* is the amount of control that you have over how out of control the game gets. You can choose the music that you prefer to gyrate to, the level of difficulty you'd like to play at (which varies from pretty-darn-hard to you've-GOT-to-be-bloody-joking) and—very important!—your height, so the game knows how to score you.

The cut-scenes are executed seamlessly using the in-game engine. The story isn't half-bad, either.

Sonic Team couldn't be further from Sonic, but they still manage to hit the mark with one of the freshest, funniest DC games yet.

Samba de Amigo

Two men. Four maracas. One legendary game

***Samba de Amigo* is** unique. While it's easy to quantify the gameplay, the game experience itself almost defies description. It boils down to this: one or two guys standing on a rubber mat and shaking a pair of maracas at an animated monkey on TV. While it sounds rather strange (and honestly, it looks that way too), *Samba de Amigo* is one of the freshest game experiences you'll find on your Dreamcast this winter—and it's certainly one of the most fun.

A great big key to this game's ultimate success is its very low barrier of entry combined with its substantial amount of gameplay depth. The maracas are a great equalizer, and everybody (yes, even you) can figure out how to use them in just a minute or two. All you have to do is synch up your rattling with both musical and onscreen cues: shaking to the right or left at the up, middle or down positions in time with some little blue dots on the screen (for all practical purposes, ignore the monkey—he's really just psychedelic window dressing).

Now, once you've caught the *Samba* bug (which usually happens after only one game), you'll no doubt want to see all it's got to offer. And surprisingly, despite the simplicity of the premise, there's quite a lot there. Besides an arcade mode, an original mode (the difference being in the amount of songs you have available to select) and a versus mode, there is a challenge mode in which you compete in ever more difficult fracases to unlock more songs (there are only six initially). And if this still isn't enough music to float your boat, an Internet mode enables you to download even more songs.

Shake your money maker!

WITH ONLY 10,000 MARACAS on the market, gamers may be hard pressed to find a pair to shake with any of the 50,000 copies of Samba being released. But maraca-less amigos should fear not; after playtesting the game with the controller, we conclude that the controller may not be as cool, but it's still good.

This is one of those rare games that's very nearly as much fun to watch as it is to play. When the game is set up in the office, not only do gamers get involved, but everybody that passes by stops to watch and usually takes a turn. *Samba* is also (clearly) the ultimate party game—enabling you to prove not only that videogames are awesome, but that gamers (thanks to practice) look way cooler than stock brokers, doctors and lawyers do when they're shaking maracas in time with Chumbawumba's "Tub Thumping."

If you're still skeptical after reading this review, we recommend that you try the game yourself. We'll save you a seat on the bandwagon.

BLAKE FISCHER

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** SONIC TEAM
GENRE HMM... **ORIGIN** JAPAN **PLAYERS** 1-2 **ONLINE** NO **ESRB** E **PRICE** $44.99; WITHOUT MARACAS

GRAPHICS 9
It's an easy trip with a cheeky monkey

SOUND 9
Music is more infectious than that good ol' Ebola

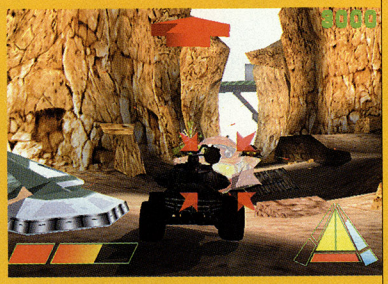
CONTROL 10
Maracas! Maracas! Maracas!

GAMEPLAY 9
It's unique: as addictive as any game we've seen

Score: 9

www.DailyRadar.com

Visually, *Red Dog* reminded us of Dreamcast classic *MDK2*—which is high praise, indeed. Crazy, otherworldly landscapes and insanely cool visual effects make this game far prettier than your average mutt.



ProTip: Attempt to shoot the bad guys who are firing heat-seeking missiles directly at your tank.

Red Dog

Give that puppy a bone: but does it have the High Pro glow?

We really wanted to love this *Dog*. Really. You slide into the driver's seat of an ultra-tough tank called Red Dog. You roll into battle against scores of alien turncoats called the Haak. Your Dog has plenty of teeth to bare: a rapid-fire cannon, homing missiles, a bevy of power-ups, and a really nifty shield grid that can be moved around by using the analog stick. You'll cling to rocky terrain, strafe, and boost along—and for most gamers (ourselves included), that's a pretty solid start. But *Red Dog*'s bark ultimately proves to be bigger than it's bite, if only by a narrow margin.

While this game won't win any awards for groundbreaking design, the graphics are crisp and stylish, with a smooth framerate and nice, understated (for a futuristic tank game) explosions and effects. Levels are enormous, featuring lots of convincing tunnels and caverns intertwined with cool sci-fi hangers and craggy outdoor plateaus. Missions are linear without being repetitious, and good level design results in minimal backtracking. Bosses—cool and retro-PC stylish in a manner that reminds us of *Descent*—are suitably large and suitably protected by teeming minions and massive weaponry.

But while the game is gorgeous at rest, too many small glitches make for a hectic and confusing experience. The camera is skittish and frequently confused, and lengthy networks of underground terrain—with plenty of rocky outposts—don't help. Many of the enemy shock-troops blend in far too well with the environment, and they rarely make a sound—which makes it easy for them to get the frustrating drop on you.

Controls, while logical and thorough, suffer from the Dreamcast's limited D-pad. It's impossible to adjust analog sensitivity—and this is just one of those no-no's that developers still don't seem to get. It's not unbearable, but you'll wish that you could concentrate more on the cool scenery and effects than on maintaining your bearing.

We got more than we expected from *Red Dog*, but it's a strangely unfulfilling experience. Considering some of the game's finer points, we wish Crave could have done a little more with it—the net result is that this title may end up appealing more to the casual gamer than to intrepid players who were intrigued by its premise. Still, while it may not live up to the promise of its pieces, it's by no means a dud. DAVE CHEN

DOG HOUSE RULES

Red Dog was also the original name of a banking game. Also known as High Card Pool, variations included Slippery Sam, Shoot and Polish Red Dog. Players bet that a card from their hand would be of the same suit and higher ranking than one drawn from the deck. Today, Red Dog (also known as Ace-Deuce or In Between) is played with two cards are dealt face up – the player must then bet on whether a third card will fall between those. http://www.pagat.com/banking/reddog.html.

Official Magazine Dreamcast

PUBLISHER CRAVE **DEVELOPER** ARGONAUT
GENRE SHOOTER **ORIGIN** UK **PLAYERS** 1
ONLINE NO **ESRB** T **PRICE** $29.99

GRAPHICS 8
Looks great with some sweet effects

SOUND 5
Cool Japanese heavy metal, if you're into that

CONTROL 7
Integrated puzzles,simplified, responsive controls

GAMEPLAY 6
Problematic at best, camera problems, no analog

Score: 7

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BestBuy.com

AND ALL THE GAMES TO KEEP
THE HOLIDAYS FROM SUCKING.
BEST BUY
Turn On the Fun™

Looks good, huh? Some of the events are even pretty fun. Unfortunately, like pudding in the sun, it all somehow fails to jell, gameplaywise

Xtreme Sports

Je ne sais quoi (that's French)

Like bread without butter, chow fun sans MSG, or the Miami Sound Machine without Gloria Estefan, something is simply missing from Infogrames' *Xtreme Games* (besides the *E*). If one looks at the individual elements here—pretty graphics, varied styles of gameplay, an excellent soundtrack and very passable control—it might seem like an excellent title. Unfortunately, that entirely overused adage about "the whole" and the relative deficiency of "the sum of its parts" is all too applicable.

Players compete in six distinctly different events, including mountain biking, sky surfing, ATV riding, hang gliding, snowboarding and bungee jumping. Each course is laced with three distinct events, all of which are strung together in triathalon-style progression. On one course, for example, players head down the slopes on their snowboard (passing time checkpoints and pulling tricks along the way), and then at the end of the run break free from their board, strap into a hang glider, and take off into the air. When you finally land the thing, you're back on the ground—where you hop onto your ATV for the final leg of the course. Only three courses are available at the start, but more are unlocked as you play the game.

Perhaps one of the problems is that the game attempts to cover a bit too much ground, and thereby spreads itself too thin. The control is uneven at best, and it's far to easy to get hung up on walls, stuck on hills, etc, etc. And while the graphics are quite nice on the whole—even stunning at times—they suffer from some ugly polygon glitching, due mostly to buggy texture-swapping and environment warping. The soundtrack is excellent, fortunately, and includes exclusively Ninja Tune cuts, with Amon Tobin, DJ Food, Mr. Scruff, Cold Cut and others providing audio accmopaniment.

Xtreme Sports looks nice, sounds nice, plays nice—hell, its packaging even smells nice—but in the end, the game can neither climb, skate, bike or hang glide above the level of mediocrity. Uneven gameplay and sometimes clunky control mar what could have been an 'xtremely' solid title.

EVAN SHAMOON

Official Magazine Dreamcast

PUBLISHER INFOGRAMES **DEVELOPER** INNERLOOP **GENRE** XTREME SPORTS **ORIGIN** US **PLAYERS** 1-4 **VMU COUNT** 4 **ONLINE** NO **ESRB** E **PRICE** $39.99

Score: 5

In order to fully enjoy *Quake III: Arena*, **ODCM** *strongly* suggests that gamers run out and purchase a DC mouse and keyboard. While the extra hardware will cost you a few extra bucks, *please* do yourselves the favor and take the plunge. It makes playing the game an entirely different experience, and you'll be able to use it with plenty of upcoming titles. Don't make us have to tell you again.

Quake III: Arena

Directions: Run, Shoot, Kill. Repeat if necessary.

It's hard not to get excited about *Quake III* for Dreamcast. This is, after all, arguably the best first-person shooter of all time, and it's also the first to arrive on Dreamcast. Ported over to the console by id software's choice developer, Raster, it represents a first for online, console deathmatch-style warfare. And despite all the hype that was generated about *Quake III: Arena* for Dreamcast—and despite all the disappointment that huge hype normally breeds—we're pleased to say that this game delivers on nearly everything it promised.

The first thing evident in *QIII* is just how incredible it looks. Raster has done a spectacular job with the port, and everything from the sharp character models to the abundant special effects wizardry has been translated with gusto. Playing the game on a monitor, one would be seriously hard-pressed to tell the game from its PC counterpart. No small feat, that, especially when one considers the price difference between a Dreamcast and a comparable 3D-accelerated PC (*read:* $150 vs $1500).

In single-player mode, gamers choose between five difficulty levels, and must battle in a series of arenas against single and multiple opponents who get increasingly more difficult as the player progresses.

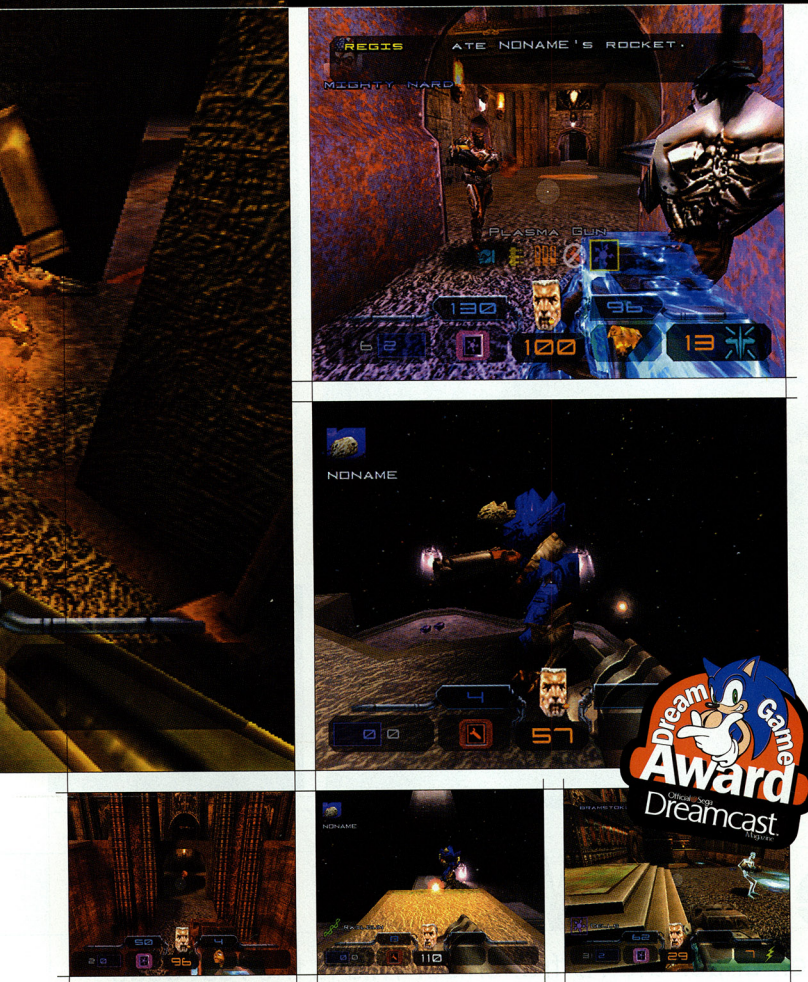
It's inevitable that you'll tire of playing against bots, however, when the temptation of fragging living, breathing opponents from all over the world is but a click away. Let's not kid ourselves, folks: while it has received wide acclaim for its innovative engine and its breakneck pace, you don't play *Quake* to hear stories and make believe—you play to frag your friends.

And so it was with some apprehension that we first went online with *QIII*. We knew that the online play might make or break the game and, being fans of the genre, we really wanted this one to shine. We were able to go from a cold Dreamcast to the bullet-riddled arenas of *QIII* in less than three minutes, and with over 500 *QIII* servers on SegaNet, there's no lack of competition. So how was it? Bloody great.

Most significantly, *QIII* delivers the intense action that has addicted an entire population of gamers. Those well-versed in first-person shooters will testify that stepping into a *Quake* arena is to step into the most intense, fast-paced deathmatches in

www.DailyRadar.com

"For those who have never had the opportunity to play multiplayer deathmatch, Quake III: Arena is simply the bomb." EVAN SHAMOON



Forget *Perfect Dark*. *Quake III: Arena* has 2-4 player split-screen mode as well. While not nearly as fun as playing online multiplayer, it provides the best split-screen action ever for those without access to the Internet.

all of gaming. And armed with a mouse and keyboard, console owners can officially now see what all the fuss is about. We can honestly say that playing multiplayer *QIII* on Dreamcast is one of the most intense, addictive and exhilarating experiences one can have on a videogame console.

Which is not to say that things are all sunshine and ice cream. Aside from the fact that online arenas are limited to four players, the biggest fault of *QIII* Dreamcast actually has little to do with the game itself, but rather with the somewhat unpredictable performance of SegaNet. Bullets and rockets can sometimes fly out of the end of your weapon long after you pull the trigger (and long after your enemy has vacated that exact location). While some servers are better than others, those conditioned to playing *Quake* over a T1 connection will notice the lag. For those who have never had the opportunity to play multiplayer deathmatch, however, this is simply the bomb. (*Note:* we had not yet received an ethernet adapter at press time—it might make all of this lag business moot).

Despite the lag, *Quake III: Arena* for Dreamcast is still a tremendous achievement—and more importantly, it's fun as hell. Being able to reach out and touch someone from across the country with a shotgun blast is a beautiful thing, and now—*finally*—console owners are able to join the fray. Once more unto the breach, dear friends. You won't be sorry. **EVAN SHAMOON**

Official Magazine Dreamcast

PUB SEGA **DEV** RASTER **GENRE** FIRST-PERSON SHOOTER **ORIG** US **PLAYERS** 1-4 **ONLINE** YES **ESRB** M **PRICE** $49.00

GRAPHICS 9
Impeccably translated. Well done, Raster.

SOUND 8
High-quality, frenetic effects. Wanky music.

CONTROL 9
Mouse & keyboard=only way to play. Get yours.

GAMEPLAY 9
Lag, schmag. Multiplayer gaming has arrived.

Score: 9

It ain't awful, it's just so...first-generation Dreamcast. If this had come out last year it would be have been okay, but now it's just so-so.

POD: Speedzone

Ho-humming down the road

Racing games need a story about as much as a hedgehog needs a bicycle, but *Pod: Speedzone* has got one, anyway—something about viruses, a mining colony and mutant cars. Doesn't make a lot of sense—but it's clear that about as much inspiration went into that plot as it did into the game.

It's not as if *Pod: Speedzone* does anything *wrong*; it just doesn't do anything particularly right either. As in most arcade racers, you choose from a handful of cars, a few of which have to be unlocked. You then select your course and game mode. The problem with *Pod* is that there isn't a whole lot to choose from. The cars are all blandly the same, and the tracks are colorful but rather unimaginative.

Unlike games like *Hydro Thunder,* for instance, where we were constantly surprised by little touches like killer whales or secret volcanoes, the maps and details in *Pod* are positively boring. There're a few brief jumps and some hidden short cuts, but once you've found them all the thrill of racing wears thin. And the mediocre graphics won't hold your attention for long either.

Arcade mode features a small amount of vehicle combat. But again, there's little that's innovative. In addition to the shields and nitro-boosts, you can also grab super-boosts, mines, and a wave attack that slows opponents. With only five power-ups, though, combat isn't much more fun than the racing.

The ghost mode pits you against a ghost car that represents either your best lap on a track. Two players can compete via split screen. But the strongest feature in *Pod* is the online play that allows you to race against other players without the hassle of a split screen. The addition of a thriller mode adds some variety by slowly draining the shield of the car in last place, but the excitement of online play can only redeem an otherwise ho-hum affair so much.

JIM PRESTON

Want to test the waters in POD: Speedzone? It's an exclusive on this month's **ODCM Demo Disc.** Check out the Disc Guide on page 6 for more details.

DEMO DISC

Official Magazine Dreamcast

PUBLISHER UBI SOFT **DEVELOPER** UBI SOFT **GENRE** RACING **ORIGIN** FRANCE **PLAYERS** 1-2 **VMU COUNT** 4 **ONLINE** YES **ESRB** E **PRICE** $39.99

Score: 5

This shot from the replay mode shows off the lighting effects in the game: they're particularly striking at dusk.

Da details

Sometimes it's the details that put a game over the top, and here's a good example from *Le Mans*. At one point we kept hearing multiple engine noises, even when we were alone on the track. "That blows!" we thought. It was always at one point in the track, but inconsistant. Then it hit us: when we went under an overpass, we could actually hear (but not see, of course) the engine noises of the cars that happened to be above us. Now, *that's* attention to detail.

Test Drive Le Mans

Forget every crappy game you've seen under the *TD* franchise. This is the real deal.

There are some classic games, like *Tony Hawk 2*, that you'll wait for—desperately—for months. But once in a while, a great game sneaks up on you with no fanfare at all. That's *Le Mans*. The game features the cars and track from the famous 24-hour long race at Le Mans, with 40 cars in two classes—GT (Porches and Vipers) and prototype (cool-looking supercars). You can traverse the Le Mans track in several time-compressed versions of the race (10 and 30 minutes, or one and six hours), but obviously the real challenge—and reward—is in racing through the whole 24 hours (don't worry, you can save during pit stops if you don't have the hardcore *cajones* to race the entire 24 hour race in one marathon sitting.)

Now, that's all cool, but there have been plenty of Le Mans games in the past. What makes this one special? Practically everything. First, there are a huge number of racing modes: not only is there the Le Mans track, but you can race in several championship series, from amateur GT all the way up to prototypes, across ten tracks.

Second, the game is simply breathtakingly beautiful. Cars are rendered brilliantly (although the reflection mapping may be too reflective for some people), the tracks are incredibly detailed, with tons of 3D trackside features (from grandstands to houses to cranes) backed by seamless 2D backdrops. The result: one of the most consistent and immersive visual effects we've ever seen in a racing game. The track textures in particular deserve special mention: they're superb, as are the rain and lighting effects. And even with 24 cars onscreen at once, there's absolutely no slowdown.

The AI is stunning. Unlike the average, preprogrammed, "drive-this-line-perfectly-in-a-pack-for-the-entire-race" AI found in most racing games, the cars in *Le*

This screenshot progression shows how the game handles day-to-night cycles during the 24-hour race. Note the changes in the Ferris wheel from the first to the last screens, the lighting effects, and the longer shadows at dusk. Of course, the shadows go the other way at dawn. Not shown (but in the game) is a nearly full moon. The gradual change is amazing in realtime mode.

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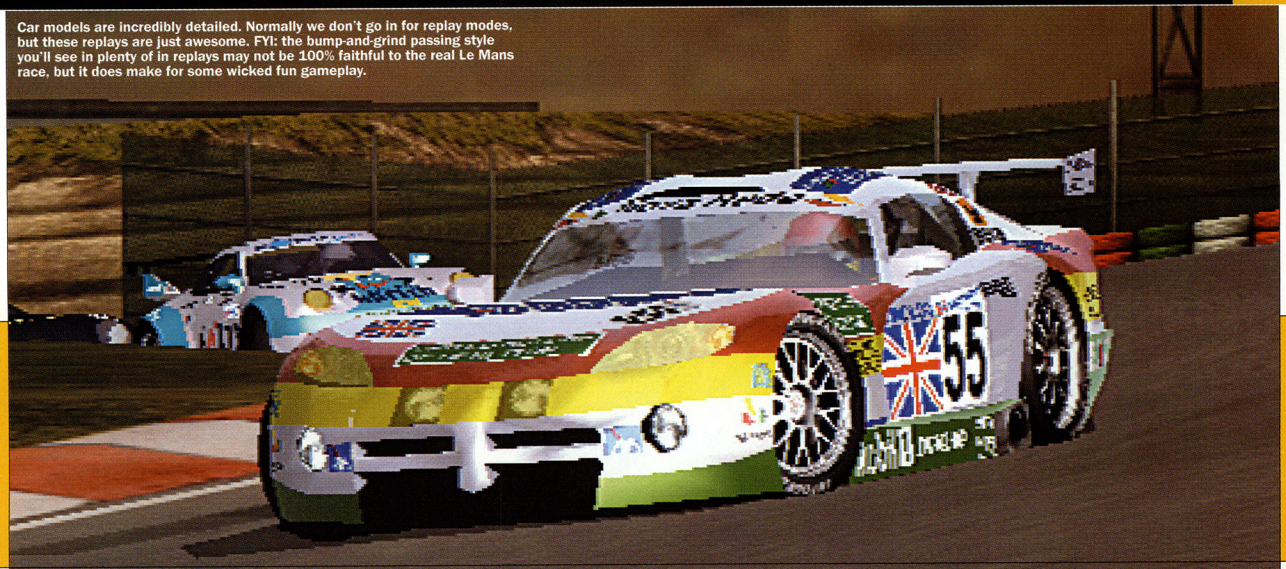
Car models are incredibly detailed. Normally we don't go in for replay modes, but these replays are just awesome. FYI: the bump-and-grind passing style you'll see in plenty of in replays may not be 100% faithful to the real Le Mans race, but it does make for some wicked fun gameplay.



The four player mode *(left)* is extremely fast, but it sacrifices the other 20 cars on the track. Racing in the rain looks great, but requires changing tires to avoid spin-outs. By the by, the rain effect is the best we've ever seen in a racing game (or any other game for that matter)—the angle of the rain changes depending on your speed.

Mans actually act like they have human drivers. Each car has its own individual AI, and you'll often see two AI cars jockeying and fighting for position like real drivers. AI cars also make the same mistakes you do (going wide in turns sometimes, etc.), and have to pit for gas and tires—so it feels just like you're racing against real people (of ocurse, if you really do want to race against real people, *Le Mans* supports up to four players).

Most important is the racing itself. If you've ever been lucky enough to take a road racing class—you know, like a Skip Barber thing—you know that when you go around a curve at high speed, you can *feel* how close you are to losing it. Unfortunately, your average "sim" game gives absolutely no sense of road feel. One second you're turning, the next you're spinning out of control. (*Gran Turismo* on PlayStation is a particularly egregious example.) *Le Mans* may be the best attempt ever to deliver that road feel. Tiny cues—sounds, the back of your car slipping slightly, a barely perceptible decrease in control—let you know just where the edge is.

And this is where the game gets really, really good. See, the location of the edge changes with every lap. As new tires warm, they grip better. As they wear, lap after lap, they grip worse. And of course, as the amount of fuel in your car decreases, your car handles differently. The changes are slight and gradual, but it means that you can't just find the perfect line and keep running it. You need to constantly adjust how you approach each turn. It's subtle, and after a few laps it's instinctual—but it always keeps you on your toes, lap after lap, hour after hour. If you stop paying attention, you will screw up. Add the fact that if you mess up a turn in *Le Mans*, with its 8.5 mile track, it'll be about three and a half minutes before you even get to see it again, and you've got a game that simply does not get boring.

This is crucial. In most racing games you only race each track for three or four laps. In *Le Mans*, you can race the Championship tracks for five, ten or more laps depending on the class, and of course, you race Le Mans for hundreds of laps. In your average racing game, this would quickly become mind-numbingly boring. But in *Le Mans*, it always remains interesting. No matter how many laps you've run, you've still got to think at nearly every turn. And while the game isn't super simmy—you can only adjust tires and wing position—it delivers the incredible feel of being in a big race, where concentration is constantly required, and physical exhaustion could be right around the next corner. This is one of those games where you sit down for a quick race before bed at 11pm, and when you look up for the first time the clock reads 4am.

The only negative things we can say about the game is that there's no online play, we didn't like the music very much (although the sound effects are top-notch), and the interface is nothing special. Overall, though, we'd have to call this game an absolute triumph—it's very likely the best pure racing game available on Dreamcast.

CHRIS CHARLA

Official Magazine Dreamcast

PUBLISHER SEGA **DEVELOPER** BIZARRE CREATIONS **GENRE** RACING **ORIGIN** UK **PLAYERS** 1-2 **ONLINE** YES **ESRB** E **PRICE** $44.99

GRAPHICS 10
Freaking awesome looking

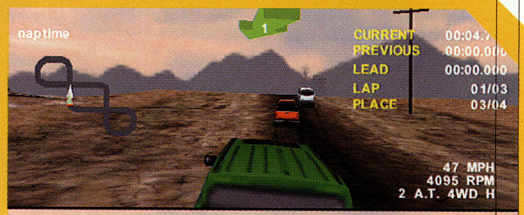
SOUND 8
Good FX, lame techno music

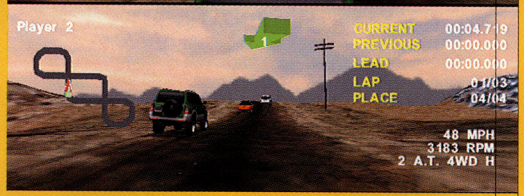
CONTROL 10
Every racing game should control like this

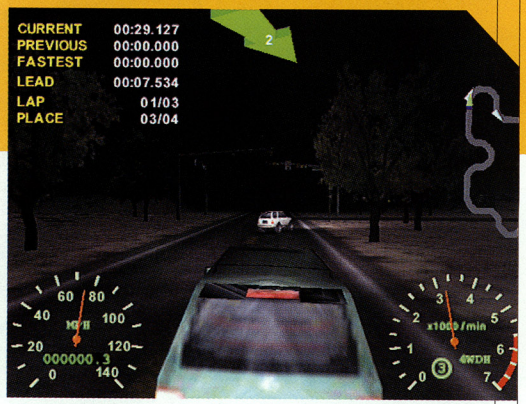
GAMEPLAY 9
Awesome tracks, great AI

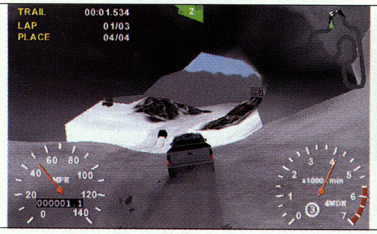
Score: 9

"*4X4* really lets you know how it feels to drive one of these rascals." ROB SMOLKA









Lighting effects in this game are lovely... They'll draw you in, until you go flying for half a mile and land under better control than a 747 piloted by Han Solo himself.

4x4 Evolution

A fun ride, despite a few bumps... It woulda made a nice beer commercial

The dreaded compromise. Without it, things rarely get accomplished, but because of it, the end result is usually a watered-down version of what-might-have-been. So is the case with *4X4 Evolution*, the new off-road racing game from Terminal Reality. Unfortunately, the decision to go with fully licensed vehicles came with the caveat of not being able to visually represent damage onscreen. It's not disastrous to gameplay, but it forces us to question the believability of what we're experiencing: the worst thing that can happen when playing a game.

Up until you get into a bad fender-bender or a head-on collision with a track-side obstacle, *4X4* does a great job of suspending our disbelief. Pick a high-tonnage vehicle from one of the major manufacturers and take it out for a spin on one of the 16 nicely rendered tracks... And for a while, you'll get to know what it's like to cruise around in one of these off-road rascals. For the most part, the physics modeling is superb, conveying just the right amount of speed and shock action to convince you you're wresting with the actual vehicle.

Where things start to go off course is when you catch a lot of air or run into something. Landing after a long flight over the terrain is no more bone-rattling than the effect you get from hitting a small mogul. Hitting a large tree or a tiny checkpoint marker will bring you to the same abrupt stop. Then there are large bits of shrubbery which look like they ought to be a problem when you run into them, but turn out to be ethereal...all in all, the inconsistency of course features is very disturbing.

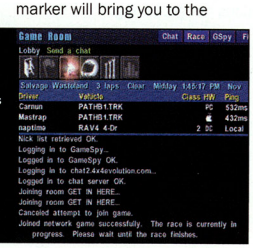
Although damage isn't physically shown, the wear and tear is supposed to have an effect on your vehicle. If so, it's very subtle–after many football-field-length flights and crash landings, we noticed very little change in our vehicles' handling.

4X4 is a pretty game, with a good physics model below the surface and plenty of options to keep you busy while the artificial intelligence of the CPU drivers offers a decent challenge. Sadly, the lack of damage modeling and odd object properties may turn you off. If you can live with them though, the solid play and online abilities (see **boxout**) make for a good time. ROB SMOLKA

Online Offroading

THE ULTIMATE ACCESSORY

For racing fans would be a head-to-head online mode, and 4X4 Evolution's got one. Using GameSpy (or SegaNET), you can race competitively against up to three other players on Macs, PCs or fellow DCs. Once you get your 4X4 on the track, solid framerates and minimal lags ensue. If you play online, tack another point or so to the score.



Official Dreamcast Magazine

PUB GOD DEV TERMINAL REALITY GENRE RACING PLAYERS 1-4 ORIGIN US PERIPHERALS STEERING WHEEL ESRB ? ONLINE YES PRICE $49.99

GRAPHICS 7
Smooth framerate, nice textures, pretty cars

SOUND 6
Neither here nor there nothing great or sinful

CONTROL 6
A bit "lunar," but a nice physics model

GAMEPLAY 5
With online play, it's a shame there's no damage modeling

Score: 6

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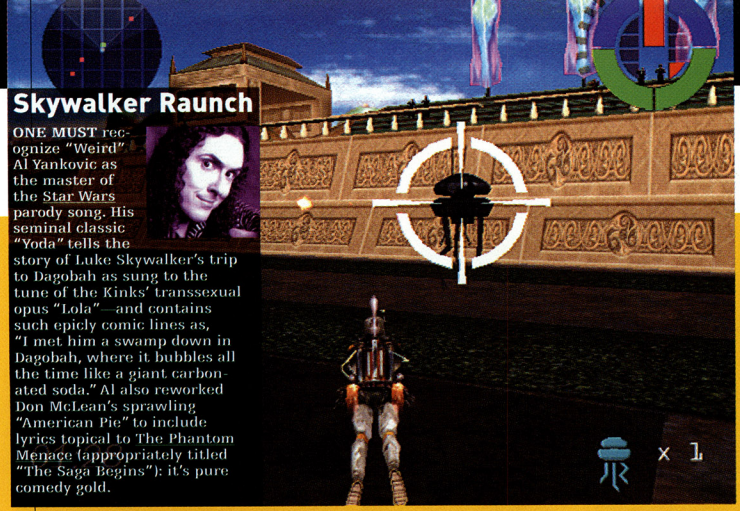


Skywalker Raunch

ONE MUST recognize "Weird" Al Yankovic as the master of the Star Wars parody song. His seminal classic "Yoda" tells the story of Luke Skywalker's trip to Dagobah as sung to the tune of the Kinks' transsexual opus "Lola"—and contains such epicly comic lines as, "I met him a swamp down in Dagobah, where it bubbles all the time like a giant carbonated soda." Al also reworked Don McLean's sprawling "American Pie" to include lyrics topical to The Phantom Menace (appropriately titled "The Saga Begins"): it's pure comedy gold.

Players of *Demolition Racer* can utilize terrains and their various perils to great effect—on Naboo, for instance, ships can push huge statues into a foe's path in order to cause him heavy damage. It's even possible to recreate Boba Fett's grisly death in *Return of the Jedi* by luring the bounty hunter close to the great Sarlacc on the Tatooine Dune Sea stage.

Star Wars: Demolition

The day the demolition derby went to Dagobah

***Star Wars* car wars** come courtesy of LuxoFlux, the maker of the pretty but flawed *Vigilante 8*. In fact, *Demolition* is *Vigilante 8*, warts and all, overlaid with characters, craft, and locations from George Lucas' much-loved series. It's a county fair smash-up derby done with the Force, a strange combination that almost soars above its failings.

Disregard Demolition's plot; the game's creators needed intro text to scroll across the screen and scraped together some dreck. The meat here consists of balls-to-the-wall shoot-'em-ups on settings plucked from the four *Star Wars* movies. Players can opt to hop into a X34 Landspeeder (which never did make it into Toshe Station in *Star Wars*) or onto the back of a killer Rancor—or even rocket through the game's killing zones with the enigmatic bounty hunter Boba Fett. The game affords an excellent selection of powerful cruising units, and each one has been tuned to exhibit unique offensive and defensive characteristics. Popular locales have been added to the mix, further juicing the recognition factor.

Environments hold much beauty and plenty of surprises. The ice-choked Hoth features a plodding AT-AT tank which will snipe at any nearby craft, plus a vicious boulder-hurling Wampa.

Sadly, this game lives and dies in the manner of *Vigilante 8*. Four-player fun just doesn't stack up against touchy control, draw-in, and collision problems. It's hard to tell the wreckage from the wonder. **GREG ORLANDO**

Official Magazine Dreamcast

PUB ACTIVISION/LUCAS ARTS **DEV** LUXOFLUX **GENRE** VEHICLE COMBAT **PLAYERS** 1-2 **ORIGIN** US **ONLINE** NO **ESRB** T **PRICE** $39.99 **VMU POS** 2

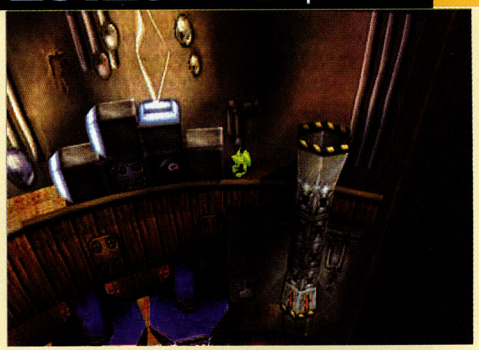
GRAPHICS 8
Luxoflux went the extra lightyear: looks pretty.

SOUND 7
Star Wars music blares throughout

CONTROL 5
Remember how hard it was to control the cars in *Vigilante 8*? Well ..

GAMEPLAY 6
It's *Vigilante 8* with the Force

Score: 6



We want to know the name of this game's doctor: we'd like to give him a call if we ever need a facelift.

Frogger 2

Believe it or not, this resurrected classic has legs.

They ruined *Pong*. They killed *Centipede*. We assumed that the latest remake of *Frogger* would be just another attempt to cash in on a legacy, with gameplay taking a distant second place. But, eternal optimists that we are, we popped in *Frogger 2: Swampy's Revenge*, hoping and hoping that the hopping and hopping wouldn't be quite as evil this time around.

It was almost like the disc itself was looking up at us as we got ready to close the Dreamcast's lid, quietly pleading its case—promising that the second next-generation installment of the not-so-mean green machine wasn't so bad, after all. The odd part is, if that little disc was talking to us (and it seemed like it was at the time, but we'd been drinking *a lot* of Mountain Dew), he was right.

The thing is, as much fun as the arcade classic was in its prime, there's only so much you can do with the format. Hop. Dodge a vehicle. Hop some more. And oh yeah, look out for the crocodile. Been there, done that, right? Wrong, folks. Not only does *Swampy's Revenge* treat Dreamcast users to a fast, surprisingly well-controlled engine, but incredible level design that shows some of the best environments 2.5D platforming has ever seen. There's a lot more to see and do this go 'round, and it is evident that a great deal of time was put into making this game much more than just a graphical upgrade. It's enough to make the first game *green* with envy. (Sorry.)

Granted, one of *Frogger 2's* biggest problems is that, despite new obstacles like crazy giant beetles and evil lawnmowers, the basic thrust of the game is still the same: Hop fast, hop well, and for heaven's sake, frog, don't bite the big one! If that's all you're expecting, *Frogger 2* won't let you down, but don't say we told you so if the scripted events and engrossing level design aren't enough to hold your interest.

There's a good chance that, even if that occurs, the game's four-player mini-games and unlockable arcade levels will add some life to things when they start to get a bit tired. In the end, *Frogger 2* remains one of the year's most pleasant surprises, and is an excellent fit for platforming fans, both young and old. Just do yourself a favor and skip the cinemas.

BRANDON JUSTICE

Official Magazine Dreamcast

PUBLISHER MAJESCO SALES **DEVELOPER** HASBRO **GENRE** ARCADE/ACTION **PLAYERS** 1-4 **ORIGIN** US **ONLINE** NO **ESRB** E **PRICE** $29.99 **VMU POS** NA

Score: 7

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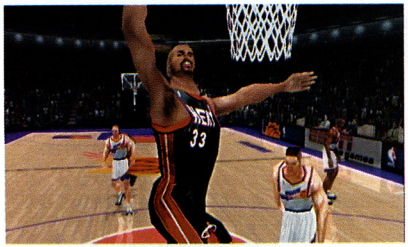
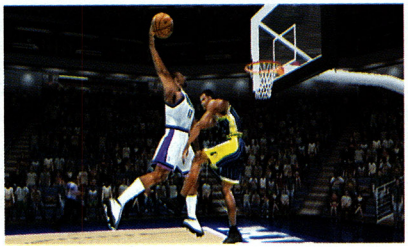
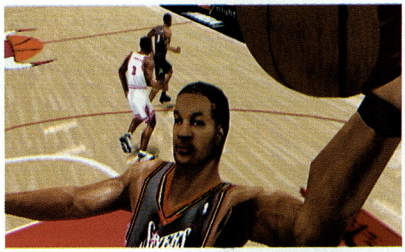


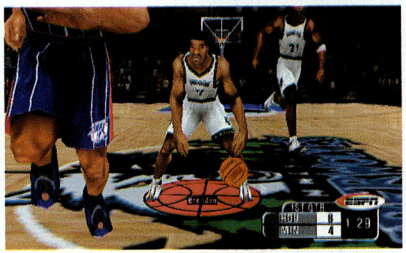


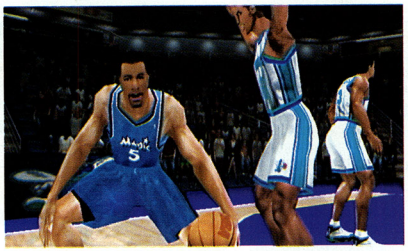


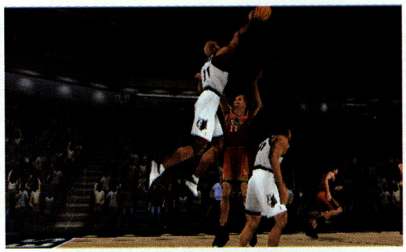
INTRODUCING

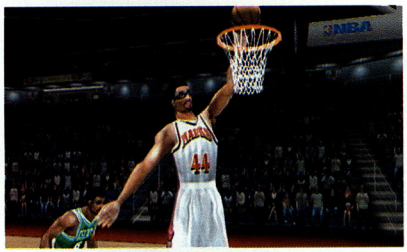
NBA 2NIGHT

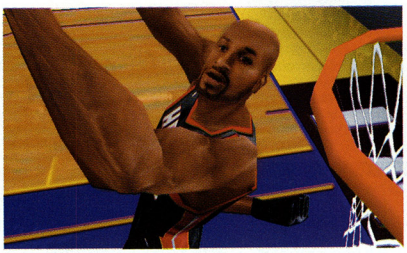
OVER 25 DUNKS AND 40 LOW-POST MOVES TO DOMINATE YOUR OPPONENT.
PLUS COMMENTARY BY STUART SCOTT.

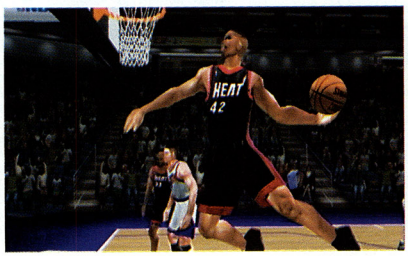












TESTZONE ARCHIVE

Making *your* list? Better check it twice using this comprehensive reference.

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
ACTION			
AEROWINGS 2 Crave	A competent shooter/flight sim that could've used a little more decoration	6	Issue 8: Nov 00
AIRFORCE DELTA Konami	Airborn shooter a bit too rough around the edges to really shine	5	Issue 2: Nov/Dec 99
ARMY MEN: SARGE'S HEROES Midway	A good installation in the long running series that will please fans	7	Issue 9: December 00
CANNON SPIKE Capcom	Fast-paced shooter that's fun, but ultimately disposable in that arcade way	7	Issue 8: Nov 00
CRAZY TAXI Sega	Fastpaced arcade objective-based car game; need we say more?	9	Issue 4: Mar/Apr 00
DEEP FIGHTER UbiSoft	Immersive shooter that may be boring to some, but excellent to others	7	Issue 7: Sep/Oct 00
DRACONUS: CULT OF THE WYRM Crave	3D hack 'n slash that trips over its own ambitious design	6	Issue 5: May/Jun 00
DYNAMITE COP Sega	Arcade beat 'em up fun for one round, and then it's just repetitive	5	Issue 2: Nov/Dec 99
EXPENDABLE Infogrames	Simple, straightforward shooter fits its title a little too well	3	Issue 2: Nov/Dec 99
FIGHTING FORCE 2 Eidos	Port of a verrrrry mediocre 3D action game, with repetition galore	5	Issue 4: Mar/Apr 00
FUR FIGHTERS Acclaim	Stuffed animal shoot 'em up with adventure elements to boot	8	Issue 7: Sep/Oct 00
GRAND THEFT AUTO 2 Rockstar	Death, destruction, mayhem and cars...a treat for delinquents	5	Issue 6: Jul/Aug 00
GUNDAM SIDE STORY: 0079 Bandai	It's all about the animé mechs in this 3D first person shooter—fun!	7	Issue 5: May/Jun 00
HIDDEN & DANGEROUS Talonsoft	A difficult, flawed, but sophisticated strategy shooter with rough edges	6	Issue 8: Nov 00
INCOMING Interplay	Repetitive alien blast-fest in the air and on the ground...yawn	5	Issue 4: Mar/Apr 00
JEDI POWER BATTLES Lucas Arts	An innovative 3D action fest that could've used a little more of the Force	6	Issue 9: December 00
JET GRIND RADIO Sega	One of the freshest, most innovative titles to come out in a long while	10	Issue 9: December 00
MAKEN X Sega	First person slash 'em up with loads of story and innovative elements	7	Issue 6: Jul/Aug 00
MDK2 Interplay	Hyperaction sequel send up of an old favorite with humor to spare	9	Issue 6: Jul/Aug 00
NIGHTMARE CREATURES 2 Konami	Goth-styled 3D gorefest with violent ghouls and a deranged hero	6	Issue 6: Jul/Aug 00
RAINBOW SIX Majesco	Oft-delayed strategy shooter finally emerges sans multiplayer	6	Issue 7: Sep/Oct 00
SLAVE ZERO Infogrames	Great concept, horrible execution; a multiplayer shooter gone wrong	6	Issue 3: Jan/Feb 00
SOUL FIGHTER Mindscape	3D weapons-based hack 'n slash...the bottom of the DC barrel	2	Issue 4: Mar/Apr 00
SPAWN: IN THE DEMON'S HAND Capcom	Bad mechanics, cameras and a no way to exit menus...sob!	3	Issue 9: December 00
SWORD OF THE BERZERK Eidos	Animé hack 'n slash with pretty intentions but repetitive gameplay	7	Issue 6: Jul/Aug 00
TOY COMMANDER Sega	Imaginative 3D romp through childhood. Toys, guns and dinosaurs!	8	Issue 3: Jan/Feb 00
VIGILANTE 8: 2ND OFFENSE Activision	Car combat meant for one, but marketed for multiplayer	7	Issue 4: Mar/Apr 00
WILD METAL RockStar Games	Tank shooter with bland graphics, but some intense terrain	5	Issue 5: May/Jun 00
WORMS ARMAGEDDON Hasbro	Multiplayer franchise goes ballistic with worm-on-worm action	7	Issue 4: Mar/Apr 00
ZOMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: Mar/Apr 00
ADVENTURE			
BLUE STINGER Activision	Survival horror adventure tripped up by voice acting and cameras	6	Issue 2: Nov/Dec 99
CARRIER Jaleco	Moody abandoned airship survival horror with some damaging flaws	7	Issue 5: May/Jun 00
D2 Sega	Wonderfully atmospheric, short, romp through mutated Canadian wilderness	7	Issue 8: Nov 00
ECCO THE DOLPHIN: DOTF Sega	Beautiful, immersive, incredibly tough and unforgiving, for hardcore gamers	8	Issue 8: Nov 00
I-SPY: OPERATION ESPIONAGE UFO Interactive	Difficult, complex strategy title that's a little too tough for its own good	6	Issue 6: Jul/Aug 00
LEGACY OF KAIN: SOUL REAVER Eidos	Raziel ventures to DC with yummy graphics and tight gameplay	8	Issue 4: Mar/Apr 00
OMIKRON Eidos	Ambitious 3D adventure hampered by dullness and gameplay problems	5	Issue 6: Jul/Aug 00
RAYMAN 2 UbiSoft	Great looking platformer with plenty of fun and quirk...a 3D classic	9	Issue 5: May/Jun 00
RESIDENT EVIL CODE: VERONICA Capcom	An amazing and fitting sequel to the classic survival horror series	10	Issue 5: May/Jun 00
THE RING: TERROR'S REALM Infogrames	Slow, plodding horror adventure with an interesting plot but no pace	2	Issue 7: Sep/Oct 00
SHADOWMAN Acclaim	Solid, dark, gothic underworld romp as comic anti-hero, Shadowman	7	Issue 4: Mar/Apr 00
SONIC ADVENTURE Sega	Sonic goes 3D with style and more substance; an instant classic	9	Issue 1: Sep/Oct 99
SUPER MAGNETIC NEO Crave	Cute platformer with attitude, but a little bland at times	7	Issue 7: Sep/Oct 00
TOMB RAIDER: THE LAST REVELATION Eidos	Outdated engine does nothing new on Dreamcast; what a shame	5	Issue 6: Jul/Aug 00
TOY STORY 2 Activision	Crappy cameras make this a title not fit for children, let alone adults	1	Issue 8: Nov 00
FIGHTING			
DEAD OR ALIVE 2 Tecmo	Complex, strategic 3D fighting with the best looking characters around	10	Issue 5: May/Jun 00
JOJO'S BIZARRE ADVENTURE Capcom/Tommo	Strange animé 2D fighter with nice touches in some odd places	6	Issue 4: Mar/Apr 00
KING O' FIGHTERS DREAM MATCH 1999 SNK	Arcade 2D fighter gets the console treatment and comes out kicking	7	Issue 3: Jan/Feb 00
MARVEL VS. CAPCOM Capcom	Fastpaced 2D fighter aimed at fans of the genre and characters	6	Issue 2: Nov/Dec 99
MARVEL VS. CAPCOM 2 Capcom	Three-member tag teams done to 2D perfection! Go Capcom!	9	Issue 7: Sep/Oct 00
MK GOLD Midway	Uninspiring fighter-by-numbers in the MK franchise	3	Issue 2: Nov/Dec 99
PLASMA SWORD Capcom	A vapid 3D me-too fighter with no real punch but a good lineage	5	Issue 5: May/Jun 00
POWER STONE Capcom	Innovative 3D fighting for anyone willing to take a risk	8	Issue 2: Nov/Dec 99
POWER STONE 2 Capcom	Brilliant 3D four-player fighting with more depth than the original	8	Issue 7: Sep/Oct 00
PSYCHIC FORCE 2012 Taito	Gravity-free 3D animé fighter with questionable controls	4	Issue 4: Mar/Apr 00
SOUL CALIBUR Namco	Glorious weapons fighter done Namco's usual way: stunningly	9	Issue 2: Nov/Dec 99
STREET FIGHTER ALPHA 3 Capcom	Good basic *Street Fighter* stuff, with or without the online support.	8	Issue 2: Nov/Dec 99
STREET FIGHTER III: DBL IMPACT Capcom	Great looking, great playing, but missing the classic characters!	7	Issue 5: May/Jun 00
STREET FIGHTER III: 3RD STRIKE Capcom	Pure 2D Street Fightin' bliss with classic and new characters aplenty	9	Issue 5: May/Jun 00
TECH ROMANCER Capcom	Big mechs beat one another up in animé fighter with lots of quirks	7	Issue 6: Jul/Aug 00
UFC Crave	Strategic, realistic fighting based on the underground phenom, UFC	9	Issue 8: Nov 00
VIRTUA FIGHTER 3TB Sega	Yu Suzuki's arcade fighter comes home with all the gameplay intact	8	Issue 2: Nov/Dec 99
VIRTUAL ON: ORATORIO TANGRAM Activision	Robo-tastic action with no twin stick support—will you miss it? Maybe.	8	Issue 7: Sep/Oct 00
SPORTS			
BASS FISHING Sega	Best bass fishing ever! Arcade port is wondrous for fans.	6	Issue 2: Nov/Dec 99
ECW Acclaim	The old *WWF* engine with some very poor graphics make this a dud	2	Issue 6: Jul/Aug 00
JEREMY MCGRATH SUP'CROSS 2000 Acclaim	Crap on two-wheels, inconsistent framerate, bad graphics, poor controls.	1	Issue 8: Nov 00
NBA SHOWTIME Midway	Arcade slam fest for up to four players; fun for four or even one!	7	Issue 3: Jan/Feb 00
NBA2K Sega	A few bugs stand in the way of this hoop dream come true	8	Issue 3: Jan/Feb 00
NFL BLITZ 2000 Midway	Hyper arcade football action, but no upgrade in graphics or gameplay	6	Issue 2: Nov/Dec 99
NFL BLITZ 2001 Midway	More over-the-top goodness, but this time brilliant in multiplayer mode	8	Issue 9: December 00
NFL QBC 2000 Acclaim	Bad gameplay mars a good franchise with no remorse at all	2	Issue 4: Mar/Apr 00
NFL QBC 2001 Acclaim	An acknowledgebly better beast than last year, but still second string	5	Issue 9: December 00
NFL2K Sega	The best football videogaming sim ever to grace the small screen	9	Issue 2: Nov/Dec 99
NFL2K1 Sega	Okay, this really is the best football videogaming sim to...yadda, yadda...	10	Issue 9: December 00
NHL2K Sega	One great hockey game that suffers from only minor flaws	8	Issue 5: May/Jun 00
READY 2 RUMBLE BOXING Midway	Great presentation of arcade boxing, but not deep enough to satisfy	6	Issue 2: Nov/Dec 99
RIPPIN' RIDERS Sega	Snowboarding fest that may be shallow, but it's damn fast!	7	Issue 3: Jan/Feb 00
STRIKER PRO 2000 Infogrames	An adequate soccer sim with some severe gameplay problems	6	Issue 6: Jul/Aug 00
SYDNEY 2000 Eidos	Track 'n' field button masher, Olympics events that could've used tweaking	5	Issue 8: Nov 00
TEE OFF GOLF Acclaim	Super deformed golfers 'tee-off' to charm, but not to gameplay	5	Issue 5: May/Jun 00
TONY HAWK'S PRO SKATER Crave	Hands down the best skater ever! Go out and buy it, NOW!	9	Issue 6: Jul/Aug 00
VIRTUA ATHLETE 2K Agetec	A deeply flawed track 'n' field title that looks great but plays terribly	2	Issue 8: Nov 00

GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
VIRTUA STRIKER 2 Sega	DC port of popular arcade soccer title that doesn't make it out intact	6	Issue 5: May/Jun 00
VIRTUA TENNIS Sega	The best tennis game ever! Any questions?	9	Issue 6: Jul/Aug 00
WWF ATTITUDE Acclaim	Horrible port of a horrible PlayStation wrestling game—run, don't walk!	2	Issue 3: Jan/Feb 00
WORLD SERIES BASEBALL 2K1 Sega	No fielding, poor player controls make this an arcade experience,a shame	4	Issue 8: Nov 00
WWF ROYAL RUMBLE THQ	An arcade-y tribute to the Royal Rumble with limited characters	6	Issue 8: Nov 00
RACING			
4WHEEL THUNDER Midway	Tough as nails off road type racer with *Hydro Thunder* sensibilities	7	Issue 6: Jul/Aug 00
DEMOLITION RACER: NO EXIT Infogrames	A darn good arcade derby racer that encourages vehicular carnage	8	Issue 9: December 00
DREAM ROADSTERS Titus	Bad physics and bland visuals crash this could-be racer prematurely	4	Issue 5: May/Jun 00
EPISODE I: RACER Lucas Arts	Racer that uses the force for good and doesn't end up sucking	7	Issue 5: May/Jun 00
FERRARI F355 CHALLENGE Acclaim	A beautiful, but incredibly tough sim that's reserved for tough sim nuts	7	Issue 9: December 00
F1 WORLD GRAND PRIX Sega	Precision handling and simulation make this an excellent racer	8	Issue 4: Mar/Apr 00
FLAG TO FLAG Sega	CART Racing done with some good attention to physics and detail	7	Issue 2: Nov/Dec 99
HYDRO THUNDER Midway	Port of a great arcade water racer that overcomes plain wrapping	8	Issue 2: Nov/Dec 99
MAGFORCE RACING Crave	Slick looking racer that doesn't handle as well as it looks	4	Issue 7: Sep/Oct 00
MONACO GRAND PRIX UbiSoft	It's F1 racing for the F1 purist; all others need not apply	4	Issue 2: Nov/Dec 99
PEN PEN TRICELON Infogrames	Wacky penguin racer too goofy and short for anyone over 10.	5	Issue 2: Nov/Dec 99
RE-VOLT Acclaim	Mini RC racer with charm and gameplay for the whole family	8	Issue 4: Mar/Apr 00
SEGA GT Sega	Glorious looking, excellent handling make this a racing sim dream	9	Issue 8: Nov 00
SEGA RALLY 2 Sega	Great handling rally racer; some difficulty and framerate problems	8	Issue 3: Jan/Feb 00
SF RUSH 2049 Midway	Perfect arcade translation with loads of extras for Rush fans worldwide	9	Issue 8: Nov 00
SOUTH PARK RALLY Acclaim	Cartman and gang are back for more mediocre cart racing	5	Issue 7: Sep/Oct 00
SPEED DEVILS UbiSoft	The bane of our existence, reviews-wise. You'll never let us forget it	3	Issue 2: Nov/Dec 99
SUZUKI ALSTARE EXTREME RACING UbiSoft	Deeply flawed arcade motorcycler that ends up being kinda fun	6	Issue 3: Jan/Feb 00
TEST DRIVE 6 Infogrames	Bad design and an outdated engine do not a good racer make	4	Issue 4: Mar/Apr 00
TEST DRIVE V-RALLY 2 Infogrames	Brilliant handling and crisp framerate make this rally racer the real thing	8	Issue 8: Nov 00
TNN HARDCORE HEAT ASC Games	Crappy controls and questionable physics dampen its chances.	6	Issue 2: Nov/Dec 99
TOKYO XTREME RACER Crave	Great looking street racer with very limited courses—one.	6	Issue 2: Nov/Dec 99
TRICKSTYLE Acclaim	Smooth, ambitious hoverboard racing falls a little flat in practice	6	Issue 2: Nov/Dec 99
WACKY RACES Infogrames	Cel shading gets wacky in this licensed cart racer with attitude	8	Issue 6: Jul/Aug 00
ARCADE			
CENTIPEDE Hasbro	Retro-shooter upgrade to arcade classic not exactly up to par	4	Issue 3: Jan/Feb 00
GAUNTLET LEGENDS Midway	A great arcade port that only suffers from repetitive nature	6	Issue 6: Jul/Aug 00
RPG			
ARMADA Metro3d	Hybrid shooter/RPG with plenty o' high points and a big fanbase.	6	Issue 4: Mar/Apr 00
ELEMENTAL GIMMICK GEAR Vatical	Nice looking, but tough 2D RPG with minimal storyline	5	Issue 4: Mar/Apr 00
EVOLUTION UbiSoft	Overly simplified dungeon crawler with great, great characters	7	Issue 3: Jan/Feb 00
EVOLUTION 2: FAR OFF PROMISE UbiSoft	Cute sequel with more of everything, but not a whole lot more	8	Issue 6: Jul/Aug 00
SEVENTH CROSS: EVOLUTION UFO Interactive	Wacky breeding sim with simplistic graphics but complex gameplay	3	Issue 4: Mar/Apr 00
SILVER Infogrames	Action RPG hijinks ensue after hero's wife gets jacked by evil empire	6	Issue 7: Sep/Oct 00
TIME STALKERS Sega	Flawed time-traveling RPG with good intentions but no follow-through	5	Issue 6: Jul/Aug 00
PUZZLE			
BUST-A-MOVE 4 Acclaim	Same game, same maniacal, bubble-busting fun. Perfect for two players	6	Issue 7: Sep/Oct 00
CHU CHU ROCKET Sega	Sonic Team goes cat 'n mouse crazy in Sega's first online endeavor	8	Issue 5: May/Jun 00
MR. DRILLER Namco	Cute mascot puzzler that should be outlawed for addictive qualities	7	Issue 7: Sep/Oct 00
WETRIX+ Xatrix	It's wet, it's wacky, and it could be fun for two players—but it isn't.	5	Issue 5: May/Jun 00
SHOOTER			
GIGAWING Tommo	Old-school 2D shooter for diehard fans of the arcade genre	6	Issue 5: May/Jun 00
GUNBIRD 2 Capcom	Old-school top down scroller that's too hard and too short; a bad combo	3	Issue 8: Nov 00
HOUSE OF THE DEAD 2 Sega	Lightgun shooter *sans* lightgun hurts this arcade classic only slightly	8	Issue 1: Sep/Oct 99
SILENT SCOPE Konami	Arcade conversion that could've used a special peripheral	6	Issue 9: December 00
SIM/OTHER			
AEROWINGS Crave	Flight sim gets loopy with cool play, but tough controls and concept	7	Issue 2: Nov/Dec 99
CHEF'S LUV SHACK Acclaim	*South Park* license abused for gameshow aesthetic-boo	3	Issue 4: Mar/Apr 00
RAILROAD TYCOON II GOD Games	Construct a railroad, manage it, in a game that's addictive, but not online	7	Issue 8: Nov 00
SPACE CHANNEL 5 Sega	Great looking vehicle for virtual superstar, Ulala...but just too short	7	Issue 7: Sep/Oct 00
SEAMAN Sega	Weird, ornery fishman-raising sim...expect some strange results!	6	Issue 7: Sep/Oct 00
PERIPHERALS			
ALLOY ARCADE STICK Interact	Cool looking chrome arcade stick with eight programmable buttons.		Issue 7: Sep/Oct 00
ARCADE FIGHTER STICK AGETEC	A must for any fighting game fan. Fun with lots of other games, too.		Issue 4: Mar/Apr 00
ASTROPAD Performance	Cheap DC Controller that gives you about what you paid for.		Issue 4: Mar/Apr 00
CONCEPT 4 WHEEL Interact	One of the better steering wheel and pedal combos available.		Issue 5: May/Jun 00
DREAM MASTER CONTROLLER Nyko	Six-button controller has lots of problems, but the D-pad is good.		Issue 5: May/Jun 00
DREAM PAD Mad Catz	Mmmmm... rubber. A quality DC controller that surpasses the original		Issue 4: Mar/Apr 00
DREAMBLASTER Performance	Solid, precise lightgun with auto-fire and -reload; the best lightgun.		Issue 4: Mar/Apr 00
DREAMSTATION Ultimate	Lets you use Sony Dual Shock controllers, and other stuff, on your DC.		Issue 4: Mar/Apr 00
THE ENFORCER Topmax	Delicous and sturdy lime gree arcade stick, one of the best		Issue 8: Nov 00
ENTERTAINMENT MACHINE Zenith	This TV is marketed as a gamer's set, but actually, it's just a TV.		Issue 6: Jul/Aug 00
GAMESHARK CDX Interact	It's got lots of codes, and lets you play import games too.		Issue 7: Sep/Oct 00
INNOVATION 4 MEGABYTE MEMORY CARD	It's like four memory cards in one! This is the one to get for sure.		Issue 7: Sep/Oct 00
INTERACTIVE BATTLE CHAIR Hunsuker	More butt-rumbling power than you can handle. Pricey but very cool.		Issue 5: May/Jun 00
JUMBO MEMORY PAK X2 Nyko	Good memory card with twice the memory! And has tight screws!		Issue 4: Mar/Apr 00
MAD CATZ EXTENSION CABLE	Actually sit on your sofa while playing, rather than on the floor.		Issue 6: Jul/Aug 00
MAD CATZ WHEEL	The best wheel-and-pedal combo ever made for a home console.		Issue 5: May/Jun 00
NEXUS 4MB MEMORY CARD Level Six	800 blocks of memory can't be bad. And you can hook it to your PC.		Issue 4: Mar/Apr 00
PELICAN 4X MEMORY CARD	It's not too reliable. Tends to lose your data. This is bad.		Issue 7: Sep/Oct 00
PERFORMANCE EXTENSION CABLE	Um... see the above note on the Mad Catz cable. Same deal.		Issue 6: Jul/Aug 00
PERFORMANCE MEMORY CARD	At only $10 this card can't be beat. But no screen=no minigames.		Issue 4: Mar/Apr 00
POWERLINK Nyko	Allows you to connect two Neo Geos together for multiplayer action.		Issue 5: May/Jun 00
QUANTUM FIGHTER PAD Interact	Programmable and cool-looking, but its cumbersome shape blows.		Issue 4: Mar/Apr 00
RALLY WHEEL AGETEC	Lacks weight, balance and sturdiness, but has force feedback.		Issue 4: Mar/Apr 00
STARFIRE LIGHTBLASTER Interact	Excellent lightgun but not quite as good as the Mad Catz.		Issue 4: Mar/Apr 00
SUPER SONIC CONTROLLER Beamscope	This thing is complete crap. Don't buy this thing.		Issue 6: Jul/Aug 00
THRUSTMASTER RACING WHEEL	You could do worse. Crappy pedals and weirdly-placed buttons.		Issue 5: May/Jun 00
THUNDER PAK Nyko	This rumble pack accessory works, and that's all it has to do.		Issue 5: May/Jun 00
INNOVATION 4 MEGABYTE MEMORY CARD	Like the Pelican card, but works a lot better. This is the one to get.		Issue 7: Sep/Oct 00

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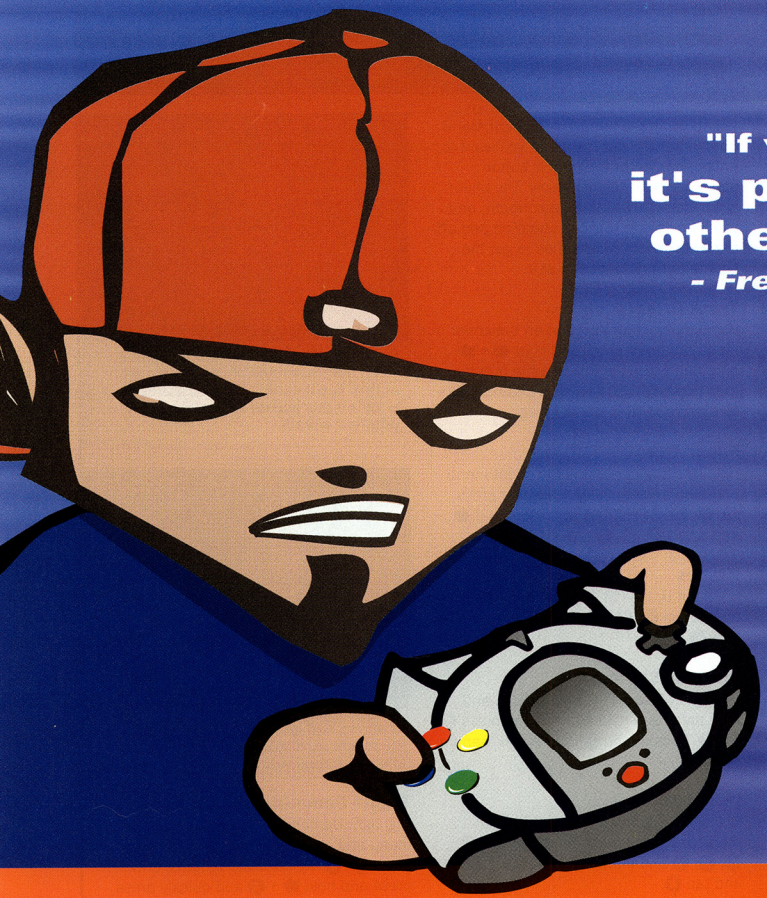

"If you get your ass kicked,
it's probably me on the
other end of the line."
- Fred Durst, SegaNet Member

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DC CODES

THIS MONTH
NOAH MASSEY *for the people*

RUSH 2049
Aerowings 2 106

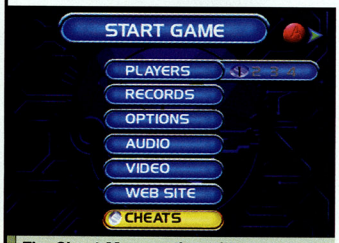
Wacky Races
Sega Bass Fishing
ESPN: Int'l Track & Field
Fur Fighters 107

Magforce Racing
NBA Showtime:
NBA on NBC 108

RUSH 2049

Cheat Menu

Man, is there a lot of hidden stuff in this game! There are so many cheats, in fact, that Midway has created a whole Cheat Menu to list them. Getting to the Cheat Menu itself also takes a cheat code, and once it's opened, all the cheats listed will still remain locked. Here's how you get the Cheat Menu to appear: While on the Main Menu, highlight Options and then press ◀ + ▶ + X + Y. The Cheat Menu option will appear at the bottom of the screen, and you can then select it like any other menu item. Once inside the Cheat Menu, you'll see a huge list of cheats for the game, but none will be active. This code just unlocks the Cheat Menu; it does not unlock any of the cheats—but at least now you know what cheats there are in the game.



The Cheat Menu option will appear at the bottom of the screen when entered correctly.

Unlock Some Cheats

Now that you have the Cheat Menu screen, you're prob'ly anxious to try out some of the cheats listed. We don't have them all for you (check future issues for more) but we do have some—all of which are really tricky to enter. You have to press the button inputs smoothly and very quickly, or else they won't work. To enter a cheat, you need to have the Cheat Menu open and highlight the cheat you want to enter. Then enter the proper button sequence from the list below. The cheat will become active if done correctly, and you'll be able to turn the cheat on and off. It may take you several tries to get the cheats to work, but keep at it.

Track Orientation

Highlight Track Orientation on the cheat menu and then press and hold ◀ + ▶ and then press X. Release the buttons, then press A, X, Y. Press and hold ◀ + ▶ again and then press X again.

Super Tires

Highlight Super Tires on the cheat menu and then press hold ▶ while you press X, X, X. Release ▶ and then hold ◀ and press A, A, Y.

Brakes

Highlight Brakes on the cheat menu and then press Y, Y, Y and then press ◀ + ▶ + A + X.

Increase Car Mass

Highlight Mass on the cheat menu and then press and hold A while you press X, X, Y. Release the A button and then tap ◀, ▶.

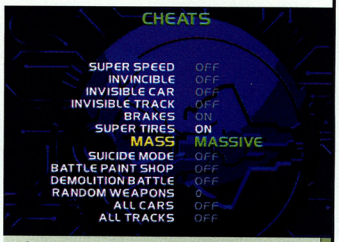
Invisible Track

Highlight Invisible Track on the cheat menu and then press ▶, ◀, Y, X, A, A, X, Y and then press and hold ◀ + ▶ and tap A.

Random Battle Mode Weapons

Highlight Random Weapons on the cheat menu and then press and hold ◀ + A and then press X, Y. Release the buttons and then press and hold ▶ + A and quickly tap X, Y.

Once you get the Cheat Menu open, you'll find that none of the cheats are active. You'll need individual codes to enter on this screen to unlock the different cheats.



After cheats are activated, you can turn them on and off at will—and some of them will even allow you to change the cheat's actual value.

Toggle Demolition Battle Mode

Highlight Demolition Battle on the cheat menu and press and hold ◀ + A and press Y, X. Release the buttons, then press and hold ▶ + A and quickly press Y, X. When Demolition Battle Mode is active the Random Battle Mode will be over-ridden and every pick will be the battering ram so to defeat an opponent you have to actually smash them with your own car. Cool!

AEROWINGS 2

Unlock It All!

If you thought this game was cool, wait until you unlock all the planes! To do this without beating all the missions, press the D-pad and X + Y all at exactly the same time on the Main Menu. It may take several tries to get it up, so listen for the audio cue that lets you know that you were successful. Once entered, you'll find that two more environments open up (both in the snow), all the planes are available and that you can now play all of the Fighter Pilot Missions.

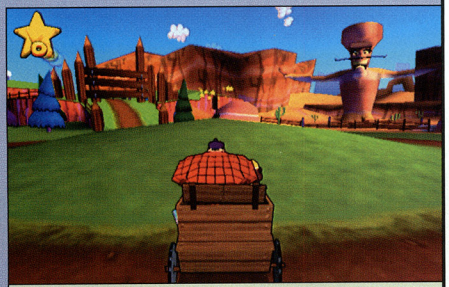
The two bonus environments are located somewhere really cold, like Alaska, and in one of them, you get to fly in a snowstorm!

There are more planes hidden in the game than are in the game to begin with—and they are all killer, each with their own unique handling characteristics.

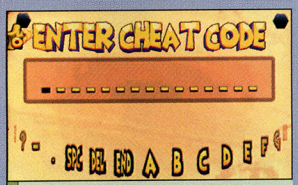
WACKY RACES

The Wacky Codes You Were Looking For!

When a game has a Cheat Menu, it's not a long stretch to assume that there are cheats out there to enter into it out there somewhere. Well, here they are—and they enable you to unlock all the extra cars, abilities, tracks and even a capacity to make the game more difficult without having to go through the entire thing. The Cheat Menu is found in the main hub area that you're in right after you choose your car, where all the different levels branch off from. Just drive up to the sign on top of the green hill in the middle of the area and you'll open a menu. From this menu, select the Cheats option from the bottom. Once there, enter any of the following codes:



Drive up to the sign post on the hill in the center of the main hub area once you've picked a car to find the Cheat Menu.



As codes are entered, you can see them listed on the Code Collection screen and you can turn them on and off at will.

WACKYSPOILERS
All Cars

WACKYGIVEAWAY
All Challenges And Tracks

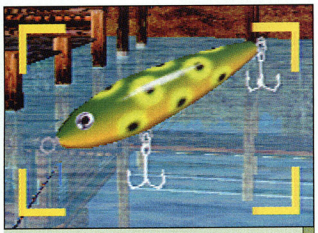
CRACKEDNAILS
Extra Hard Mode

BARGAINBASEMENT
All Abilities

SEGA BASS FISHING

Change Lure Color In Original Mode

Here's a little undocumented feature that you may not have known about. When playing in the Original Mode, you can change the color of your lure by pressing ⬆ or ⬇ on your controller while the lure is highlighted. Unfortunately, the color of the lure doesn't effect the outcome of the game.



Wow, the same lure sporting a new color scheme!

Play As The Girl In Arcade Mode

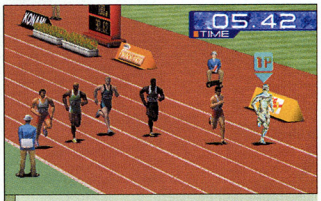
You can play as fisherwoman in the Original Mode, simply by selecting her when prompted to choose a character—but in Arcade, you're forced to play as the dude. What a bummer! Well, Arcade Mode is no longer a man's game. Now you can play as the chick, by pressing the Ⓐ + Ⓑ buttons at the Arcade Mode Area Selection Screen.

Arcade Mode is no longer a man's game in *Sega Bass Fishing!*

ESPN INT. TRACK & FIELD

Metallic Athletes

Don't you wish you could play as the cool looking metallic character from the demo modes within Konami's *International Track And Field*? Well, now you can, and you get to try more colors than just the metallic silver. By entering in names of cities that have hosted the Summer Olympic games, you can play as different metallic athletes in any event. Just start a game in Trial Mode and when prompted to enter a name enter one of the countries from the list below to get the desired metallic color.



Just enter names of cities that have hosted the Summer Olympics into the name entry screen in Trial Mode to play as a metallic character.

Metallic Color	City Entered
Gold	MONTREAL
Silver	SYDNEY
Bronze	HELSINKI
Copper	ROMA
Cream	MOSCOW
Blue	L.A
Aluminum	MUNICH
Green	MEXICO
Red	TOKYO
Grey	ATHENS
Orange	ATLANTA
Purple	SEOUL

FUR FIGHTERS

Mini-Game Cheats

As is the trend these days with hidden extras in a game, *Fur Fighters* makes you earn your cheats rather than including straight codes to unlock things. Therefore, the way you unlock cheats is actually to play through the game. Actually, you have to play the Mini-Games which are unlocked as you beat bosses. Once you open a Mini-Game and start to play it you can unlock secrets by meeting specific requirements within the Mini-Game, like beating the game within a certain time or getting above a given amount of points. Below, we've listed the cheat you unlock, what the cheat does, which Mini-Game you unlock it in, and the requirements to meet to earn the secret.

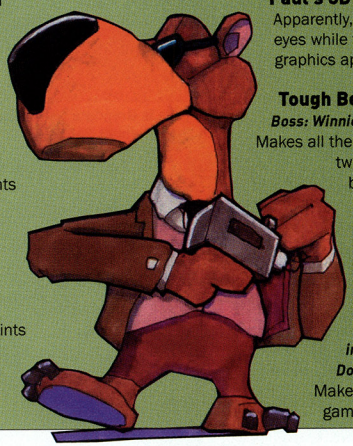
Rotation Cam
Using a second controller press Ⓨ to make the camera spin around player.

Snake Classic
Earn 5,000 Points

Balloon Lift
Earn 10,000 points

Bear Attack
Earn 10,000 points

Super Snake
Earn 10,000 points



Bomber Bear
Earn 30,000 points

Boss Cheats
More cheats are unlocked by beating the various bosses in the game a second time

Auto Aim ***Boss: Gwynth***
Locking on to enemies becomes 100% accurate

Health Boost ***Boss: Juanita***
Have even more health the next time you play through

Ammo Boost ***Boss: Claude***
Get the max amount of ammo each time you pick up a weapon

Paul's 3D ***Esmerelda***
Apparently, if you cross your eyes while this mode is on the graphics appear 3D

Tough Bears
Boss: Winnie and Mai
Makes all the bears in the game twice as tough to beat

Invulnerable
Boss: Viggo
Never die again

Scrawners
Complete the maze in the Temple Of Doom
Makes animals in the game really thin

NBA SHOWTIME: NBA ON NBC

Hidden Characters

All of the following are hidden characters as which you can play. To get them to appear, enter the name and PIN number from the list below into he enter name and PIN screen.

Bring on the hidden characters. We heard that one of the Army Men is in there somewhere.

Big alien **BIGGY** 0958	Kerri (female) **KERRI** 0220	Old man **OLDMAN** 2001	Small alien **SMALLS** 0856
Chad Edmunds **CHAD** 0628	Kerri in alt. uniform **KERRI** 1111	Pinto Horse **PINTO** 1966	Tim Kitzrow **TIMK** 7785
Clown **CRISPY** 2084	Lia (female) **LIA** 0712	Pumpkin **JACKO** 1031	White horse **HORSE** 1966
Greg Cutler **CUTLER** 1111	Lia in alt. uniform **LIA** 1111	Referee **THEREF** 7777	Willy Morris **WIL** 0101
Isiah Thomas **THOMAS** 1111	Nikko dog **NIKKO** 6666	Retro Rob **RETRO** 1970	Wizard **THEWIZ** 1136
		Shawn Liptak **LIPTAK** 0114	

Mascots

Not only are there some goofy hidden characters to play as but you can also play as any of the mascots from the NBA. To choose to play as one of your favorite mascots just look up the team their from on the list below and enter the name and PIN listed next to it into the name entry screen.

This is Grandma Gorilla, mascot of the now-defunct Phoenix Futons. We think.

Atlanta Hawks **HAWK** 0322	Denver Nuggets **ROCKY** 0201	Minnesota Timberwolves **CRUNCH** 0503	Seattle Sonics **SASQUA** 7785
Charlotte Hornets **HORNET** 1105	Houston Rockets **TURBO** 1111	New Jersey Nets **SLY** 6765	Toronto Raptors **RAPTOR** 1020
Chicago Bulls **BENNY** 0503	Indiana Pacers **BOOMER** 0604	Phoenix Suns **GORILA** 0314	Utah Jazz **BEAR** 1228

MAGFORCE RACING

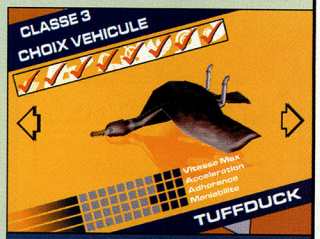
Magnetic Cheats

If you are looking for all the cheats to this unusual racer then you've come to the right place. First of all we've got the code to unlock everything and then once you've gotten a chance to check out everything in the game you'll have to try one of the gameplay codes which will add a twist to the game.

Enter the cheat that unlocks everything in at the Main Menu.

All Tracks And Tripods

To unlock everything in the game just go to the Main Menu and highlight the Tripod Select Option. Now press and hold X + Y and then press ↑, ←, ↓, →, →, ↑, ↓, →. Now just enter the game and if you entered the code right you should have the entire game spread wide open before you.



Once the cheat to get it all is entered, just enter the tripod selection screen or the track selection screen to check out all the cool stuff you've been missing since this game is so hard to play

Gameplay Cheats

To enter the following cheats which will make your racing experience a bit more interesting, you must first reach the High Score screen by earning a high score on any track using any tripod. Then enter one of the cheats below to get the desired result. Getting a high score shouldn't be too tough unless you've gone through and set amazing scores for all the tracks already. You don't need to come in first to get a high score. The cheat will only affect your next race if you select the race Restart option right after you enter the cheat into the high score screen. If you return to the Main Menu, the cheat will be reset.

Basically all you have to do is finish a race—you can even finish last and still be able to enter a name into the High Score screen. When you do get there, enter GHOST as your name to get transparent tripod thingies

RETRO 8bit Sound Effect
Sound effects will sound like they came out of an old 8bit game.

AUTOM Auto Pilot Turbo Ram
Whenever you activate the Turbo Ram the computer will take over and keep you from running into the wall.

JOHNM Become John Malkovich
Renames menu items and weapons Malkovich.

GHOST Transparent Tripods
Makes all tripods and weapon pick-ups transparent.

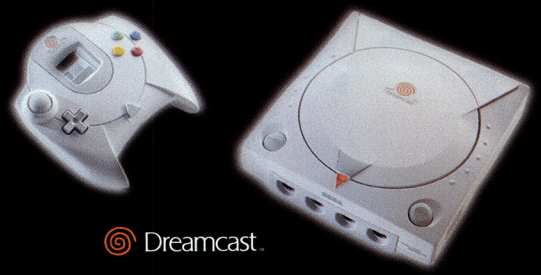
MISSI Triple Missile Pick-Ups
Every pick-up in the game becomes a Triple Missile.

Magforce Racing has some of the coolest cheats out there: our favorite is the Be Joh Malkovich cheat.

TURBO Turbo Ram Pick-Ups
Every pick-up in the game becomes a Turbo Ram.

www.DailyRadar.com

WIN



Dreamcast.

LOSE

- Sleep
- Any semblance of personal hygiene
- All pigment in your skin
- The use of your lower extremities
- The love of your pets
- The remainder of your youth
- The interest in anything that isn't pixilated
- The loving touch of anything that lives and breathes
- Your grip on reality

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Parting Shots

"Ever bowl a three-hundred-and-one?" asked Evan. Over and over, all day. On deadline, even. At first we tried to ignore him, tipped off by his smirk that there was some kind of gag here...

WEEK ONE

Evan, horrified at the idea of reviewing *Test Drive Le Mans* by playing it for 24 hours with Chris and Fran, tries everything—including making himself physically sick—to get out of the job. He refuses to practice with the game. Fran is down, but she's more down with the cover story. Emailed note from Fran about the cover: "The next cover is very dear to me (sniff), so please make it as good as you can. Y'know, for all the pixies out there."

WEEK TWO

Evan brings in a note signed "Evan's Doctor" excusing him from playing racing games for the entire issue. Chris, deep in a *Le Mans* haze, has already raced for 20 hours at home. Fran disappears.

WEEK THREE

Two days later we get a fragmentary, handwritten note from Fran delivered by a motorcycle rider who says his name is Dan (not Dan the Art Director, he's on his honeymoon. This is like a special guest star Dan). It reads: "Made contact with the pixie underground... 40 hours into *Skies... Grandia* is waiting... No *Le Mans* for me... " At the bottom are two URLs. One for an illustrator in LA, *Naska*, and one that leads to Singapore, where our inquires are answered in perfect English by someone who goes only by *F Sc*. Within days, brilliant renditions of game characters and Christmas scenes begin flooding our FTP server.

WEEK FOUR

Fran returns with scores of hours of RPG playing under her belt. Dave is nearly dead from putting the mag out by himself. Chris, despite having played the 24 hours of *Le Mans* by himself already, is suggesting we all play it for 24 hours again, anyway. And Evan? Evan keeps asking that damn question. FInally DIna bites. "Look, Evan, you can't bowl three-hundred-and-one. Three hundred is the highest score." Evan looks at her with satisfaction. "You ever bowl three-hundred-and-lose?" he asks. Groan...

QUESTION OF THE MONTH

What's your favorite food?

Dan: Quarter Pounder with Cheese. I once ate one every day for three weeks.
Dina: Anything orange.
Fran: Healing herbs. Not.
Chris: The Captain's Sampler Platter.
Evan: A Korean vegetable dish called Bimbimbop. I think.
Dave: Chicken. I have seven chicken cookbooks, you know.

Next Issue

As good as it gets!

GD-ROM INSIDE!

Issue #11 with GD-ROM On sale December 26th!

PHANTASY STAR ONLINE!

It's on its way to the US—and we have the lowdown on what the game's all about, straight from Yuji Naka. Prepare to read our in-depth review on the first console online RPG ever!

REVIEW OVERLOAD, PT.2 !

You've got cash to spare from the holidays and scads of games ready to exchange, but which titles are worth the investment? Look no further than one hella super jam-packed review section in our next issue!

. . . And more!!

- **Toe Jam & Earl 3** *Revealed!*
- **New NAOMI 2 games!** *Cool!*
- **Secret Sega titles** *Exposed!*
- **Forbidden Games** *Explored!*

*Miss it and forever be damned to a life full of bad licensed games. Content (but not quality) of issue subject to change due to Halo Halo contents.

Oops! We made a mistake in calling Crave's upcoming jetski title Surf Rocket Rider, instead of its real name: Surf Rocket Racer in ODCM Issue 09. Sorry!

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THE GRINCH™

As the grumpidy Grinch, your **mission** is clear.

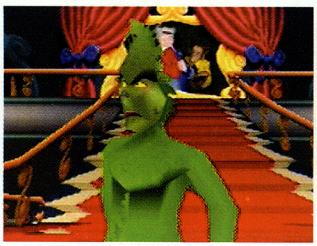
To **Slime**, Stomp and Smash everything far and near.

With Gizmos and **Gadgets**, a heart that's too small

Disrupt all in **Whoville**, from short Whos to tall.

And why should your grinchity ways bring such **pride**?

For that warm, **fuzzy** feeling it gives you inside.



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Grease Copter Propeller
Triple-Check Love Shield
Practice Grinchy Looks
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